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MAGAZINE

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February 2000
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It's crazy. It's a taxi. It's Crazy Taxi. This controller-mangling monster tile will take every gallon of gaming Zen you've got left. What's a gamer to do when his needle is on "E"? Pull on into the to the GI Garage, and let us top off your tank, rotate your tires, and get you back on the road with our Crazy Taxi PTP. Includes strategy and how to unlock all of Crazy Taxi's mini-games.

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What's that pesky GI Droid up to? Find out, then peruse the hottest codes and tips from our readers.

78 Classic GI

Yesterday never dies when you've got Classic GI! Game Informer looks at classic games on the Apple II, PlayStation, 3DO & Sega CD.

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Consumer goods for consumers in a consumer culture to consume. This month GI shows off Resident Evil toys, then opens up a can of Whoop Ass. Also, Reiner wears silly-looking glasses.

8 Cover Story: Crazy Taxi

Besides that Lebanese guy that gave us a lift at the last E3, Crazy Taxi is the wildest ride we've ever had. Crazy Taxi just might be the greatest thing to happen to the cab industry since Andy Kaufman and Tony Danza. This arcade-perfect port of Sega's coin-op smash will warp your mind, and quite possibly spur the onset of carpal-tunnel syndrome. If you've hit a brick wall in Crazy Taxi, don't spout crazy glibberish like Latka Gravas, just check out our high-octane Play To Perfection.

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Forget about overrated boobey prizes like the Oscars and Emmys – the Game Informer Video Game Awards are the real deal. Find out the lucky winners of the prestigious GI trophies, recently handed out at a glamorous awards ceremony hosted by Ronnie James Dio at Shakey's in downtown Flint, Michigan. We sort through the rubble of the past year, and single out the games that exemplified excellence in 1999.

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Acclaim may have lost the WWF license, but its lauded WWF Attitude engine lives on as ECW Hardcore Revolution. This game takes wrestling to vicious new places that most developers fear to tread. If you've got the guts, check out our GI feature, and watch us expose all the bloody details of Hardcore Revolution, plus interviews with ECW superstars "Dastardly" Danny Doring and Tommy Dreamer.

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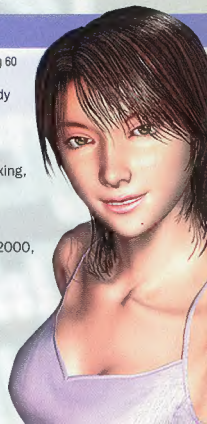
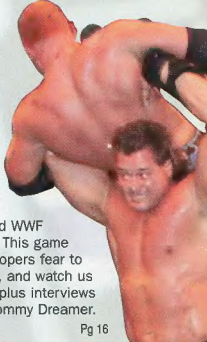


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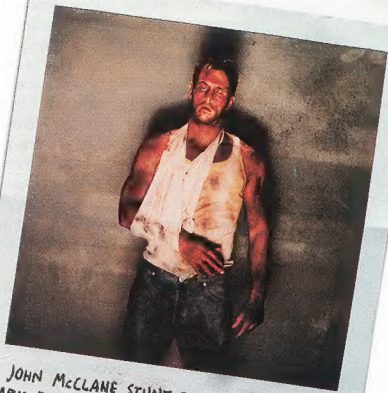
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JOHN McCLANE STUNT DOUBLE #134
- STEPPED ON PROXIMITY MINE NEAR
ROULETTE TABLE WHILE BATTLING TERRORISTS.



JOHN McCLANE STUNT DOUBLE #56
- ARM BROKEN NEAR SLOT MACHINES IN
SHARPSHOOTERS DUEL WITH A RUSSIAN TERRORIST.



JOHN McCLANE STUNT DOUBLE #18
- HEADWOUND FROM HIGH SPEED WRECK WHILE
ATTEMPTING EXTREME DRIVING DOWN VEGAS STRIP.

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As we enter this new gaming millennium in which the Internet will become more and more a part of our daily gaming life, I am finding that there is something inherently wrong with Internet gaming - the GM.

A GM, or game master, is someone who plays the game and also works as a kind of virtual cop. While in many Internet games, such as Quake III or Age of Empires II, the need for such a person is nonexistent since the rules of engagement control the environment, in massive multiplayer environments like an EverQuest or Ultima Online, these people are essential for keeping the peace.

Now for those of you who have yet to experience massive multiplayer gaming, it is actually a lot like real life - there are nice people, and there are buttheads. And just like in real life, the buttheads seem to ruin the game for everyone.

This is where the GM comes into play. He works as a sort of judge and jury to get to the

heart of disagreements that happen in a game. But I have found that more often than not, these guys are afraid to take a hard line on anything, and essentially just let anarchy rule. In all my experiences where an arrogant player has come along and broken the rules of conduct, he or she has always been forgiven.

Now I don't know about you, but I have enough problems in my real life to deal with; I don't need my gaming life invaded by morons as well. If Internet gaming is to go somewhere in the future, virtual communities are going to need full-time game masters who are actually prepared to keep the peace. When there's trouble, I want to see them come in and bust some heads like on Fox's COPS show, not follow the whims of any idiot with a computer. Otherwise I'm gonna forget this playing nice crap, and become the Jack the Ripper of Internet gaming.

Telltable gamers left to right: Erik, Jay, Reiner, Paul, Matt, Andy



Andy, The Game Homero

andy@gamerinformer.com

"I find that these butts are slipping into a strange dimension where we just don't make any sense anymore. I mean come on, what is Jay doing with that? He's even sound like me! And Reiner, working at Grocery store? Reiner could be a cat of baked beans without pudding. I mean, I don't know what is going on around here but it must be the water or something causing things to get worse or something. I mean, I don't mean do any of these stupid butts make sense anymore? Now, you'll have to excuse while I go and work on my break-dance."

Paul, The Game Professor

paul@gamerinformer.com

"Gran Turismo 2 is sweet! I have put some serious time into it in the past weeks and haven't even scratched the surface. My car of choice is the Mitsubishi Lancer. Any model will do. Also, the purple Dodge Charger is another choice machine in my stable. Another game I plan on spending some quality time on is Hot Shots 2. From first appearance, it doesn't seem as polished as the first. We'll see. This could be enough to satiate my gaming needs, but the coming of NHL 2K will make me drop the other two games in a second...hopefully"

Reiner, The Raging Gamer

reiner@gamerinformer.com

"After an exchanging mean spirited cheap shots with Matt last month, the higher ups told me to play nice or find a new job. Without hesitation I packed my bags and hit the streets. For two weeks I bagged groceries at the local Rainbow Foods. It was like a dream come true. I was actually helping people, and for the first time ever, I was enjoying life. That is until an elderly woman complained that she requested paper and not plastic. I ended up beating her into submission with a head of lettuce and a bottle of Wisk. I was fired on the spot. Now, I'm back. Damn this color cult world!"

Jay, The Gonzo Gamer

jay@gamerinformer.com

"Hey Reiner! ... Hey Jay! ... 'Are you okay?' ... Yeah, it's sure dark here inside Jay's brain! ... I need a shower, but the dude really needs to work on that senex problem! ... Hey Matt, let's check out Jay's memory files! ... 'Look, his favorite movie isn't Evil Dead 2, it's How Stella Got Her Groove Back! ... What a wuss! ... Hey, check this out, he wet his bed util he was 19! ... 'Sissy! ... 'No, I can't believe it! ... 'What? ... I have love words for you - Jay Lawrence Fan Club! (in unison) 'Aww, snap! ... 'This is getting boring, let's jet! ... I'm with you! ... 'What, this is cool, when I press the 'Knob' thing, it goes with a seizure."

Matt, The Original Gamer

mat@gamerinformer.com

"The new millennium sucks! What a rip-off! After all the hype, nothing cool even happened. I was expecting alien invaders wearing farming cowboy hats riding around on panda bears through Times Square, killing off the feeble human race. I wanted The Four Horsemen of the Apocalypse to behead Carson Colby on Total Request Live. I was ready, I had my underground fallout shelter stocked with enough Fresca and Furys to last 25 years. I have a big-screen television, a VCR, and every episode of Family Matters on tape, plus my Suzanne Somers Thighmaster! All for a low price, outages and flight delays. Weak."

Erik, The PC Jedi

erik@gamerinformer.com

"I've been thinking of this linking video to video games thing. Maybe these people are right. Perhaps games do desensitize us to violence. I've heard Storm, Hack, and I've always managed to talk or walk my way out of fights. Come to think of it, how come no one has been violent to me? I've been violent to games like Crazy Taxi, bad sportsmanship on the ski slopes to Cool Boarders, or snowmobile to Ultima II. Accidents, injuries, and tribute eating disorders to Pac-Man. Or maybe, just maybe, it's time to accept the fact that just like in real life, and rock music, it's here to stay."

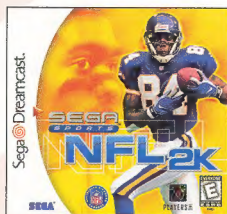
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Letters From Our Readers

Defining a Decade

After reading the new December issue of Game Informer, I came across the article called "Defining a Decade," in which you discussed the 15 games of the nineties that were the most influential and revolutionary. Well, I saw that you came up with EverQuest for the online part. I have to disagree with this; this game is obviously a spin-off of Ultima Online. Sure, they are both different enough from one another, but you just can't rightfully give EQ the credit for the monthly-free, online huge world RPGs. (Well you can, it's your magazine, but I assume you understand what I mean.) Secondly, you say the game (UO) is "dread deep boring," and "...subscribers quickly discovered [this] once the thrill of saying 'nice helmet' to a stranger wore off." Yes, I can imagine if that's all you do, the "thrill" would wear rather thin. However, that's NOT all you do, you build your character up gradually (like in all RPGs) and explore the lands,



interacting with other players (whether it be by making friends and forming adventure parties or even guilds, or settling a score with the guy that wasted your friend last week), slaying monsters, raiding dungeons, and receiving quests. Much of the same goes on in EQ, but EQ is a result of UO, and EQ was NOT responsible for the online RPG genre, as your article implies. Now, I am not saying that either of the two games is better. It just seems to me that you picked EQ over UO because you preferred it, and I believe UO better deserves being on the list. Please don't take this message as a complaint of any sort; I'm simply voicing my strong opinion to you on the matter. That said, keep up the good work with your magazine. I thoroughly enjoy reading it.

Michael Rachal
via yahoo.com

We can't disagree that EverQuest's success was a result of Ultima Online, and you are right, we prefer EQ.

Count the Editors

How many editors has GI had... 20? 30? 10?

Carson Billingsley
via hotmail.com

Hmm...that is an interesting question. If you are talking about just the position of editor, Game Informer has had only two. If you mix in all of the associate editors there have been a total of 12.

Another Happy Camper

I have had subscriptions to every game/computer-related magazine there is and here's the truth. Your staff does the best work. You guys have never sold out like those big name gaming magazines. You always have the best ratings and the best "rate-ers." You guys are such die-hard gamers you even talk about old systems and systems that never really made it. Cause let's face it, good games don't die, they just can't be used on new consoles. When I read GI, I know I am on top of the gaming world. I know everything before everyone else (except for other GI readers). I am never disappointed when GI comes to my pad because "it's aw gool!" As long as you guys have a magazine, I'll read it (forever). I think you guys deserve a reward. Oh and if you could please put this in the Dear GI section - just a little

corner - it would make my day, no month, no year, no decade, no millennium. I like reading my name somewhere important. The name's Vel-Cro Man. I share your love for video games.

Mack A West Vel-Cro Man
via juno.com

These gushing letters filled with high praise and flattery will get you everywhere, but most of the time they will not get you into the pages of Dear GI. However, Jacob Hansen's euphoria (see right) has spread through our offices, and we have made this exception. Thanks for all your kind words. Rewards will be accepted at the address at the top of the page. Hurry, we are waiting.

Time Will Benefit Rare's Perfect Dark!

What's going on guys? I was just sending this in response to the letter you received from Tim Ross in your Dec.'99 issue. He stated that he didn't want Perfect Dark to be delayed because of the "worthless" Game Boy Camera option. He needs to relax and realize that the game isn't being delayed solely because of that one option. He should also take into account the quality of work that Rare puts into each and every game that it releases. Rare is one of the best video game creators out there because of the AMAZING games that it releases. What if there was no multiplayer in GoldenEye 007, and it came out earlier than it did? Would this "crazy Tim" have been happier? The sad part - the answer is probably YES! Bottom line: Tim needs to let developers do their jobs.

Don't even attempt to push good companies into rushing a project just so it'll be released in time for the holidays; you end up losing more than you gain. If tiny TIM doesn't like it, then he can get a JOB and pay for his own friggin' game instead of relying on mommy and daddy to buy it for him. I'm sure that is why he is so worried! Thanks for hearing me out.

Keith Kamanricki
Chicago, IL via etest.com

We completely agree with you that Rare should not be rushed, especially on a project like Perfect Dark. Yet, these kind of delays are becoming pretty common with Rare and with its parent company, Nintendo. Still, you are being a little hard on Mr. Ross here, Keith. We, as well as many other readers, share his frustration.

Game Character Spreads Joy

I love Crash Bandicoot and I'm so happy.

Jacob Hansen
Castro Valley, CA

In a world torn by strife and discord, it is good to see that a simple polygon

marsupial can extend so much exuberance to mankind. Just think if the leaders of the world could come together under one universal bandicoot creed. It would not only bring a new world order, but hand-eye coordination would be drastically increased.

Inside the Game Informer Jukebox

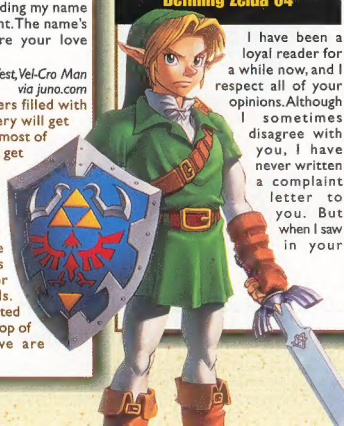
What kind of music do you listen to when you play video games?

Michael "sillygooses" Brazil
via juno.com

The music selection in the GI offices is extremely broad and is flavored

by our wide variety of tastes. Some of the current groups on the playlist include: Slipknot, Filter, Dr. Dre, Built To Spill, Cake, John Williams, Arcwelder, Burning Airlines, Beck, Mel C, Nine Inch Nails, The Dave Brubeck Quartet, ODB, The Special Goodness, and Beastie Boys.

Defining Zelda 64



I have been a loyal reader for a while now, and I respect all of your opinions. Although I sometimes disagree with you, I have never written a complaint letter to you. But when I saw in your

December issue that you put Zelda: Ocarina of Time on the "Close But Not Quite" list, I got mad. Come on, you could have made room for it. It's a great game, and a lot of people agree with me that it is the best game ever. It set the standard by which all games will be judged. It changed the way people look at video games.

Name and Address Withheld

As we stated in the article, our debate concerning the games were lengthy, and Zelda was obviously extremely close to making the list. We don't disagree that it is a great, great game, but we believe Mario 64 did more to change the way people look at video games.

Envelope Art

February Winner

Jaysen Williams, Hopewell, VA

Wanna Fight?

Who do you think would win in a fight, you guys or the PlayStation Magazine guys?

Marty Rainer
Flint, Texas via aol.com

We would never think of fighting any other magazine's staff and have

the utmost respect for their work. If push came to shove, we could hold our own, but we doubt that it ever would. We have known many of the guys over there for years, and the thought of a brawl is pretty funny to us. Now if it was a video game fight, we think we'd win for sure.

Brush With Greatness

When I was ordering my mini corn dogs at the corn dog place in the Eden Prairie Center, I noticed someone odd, someone small, but dignified in appearance. That person was Reiner, The Raging Gamer. Who else do I see with him, but his little friend Paul, The Game Professor. They were both buying food. Reiner had food from Taco Johns and Paul had something from the Sbarro restaurant...pizza. How good it was. I was the kid behind Reiner with the yellow long sleeve shirt on. I was eating mini corn dogs. Try them with the honey mustard, they're really tasty.

Ross
Eden Prairie, MN

Ahhh...the Eden Prairie Mall, one of the saddest malls we have ever seen. If it weren't for the one-stop fast food shopping it offers, we probably wouldn't go near it. Still, this mall has quite a history and is definitely worth visiting if you are ever in our fair city. You see, the Eden Prairie Center was featured in Kevin Smith's hilarious film, Mallrats. So the next time you see this film, think of the good ol' GI staff lounging in the food court and nibbling on mini corn dogs.

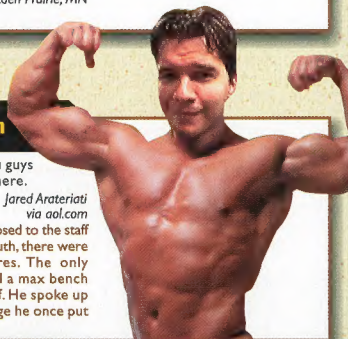
PS. You probably saw Erik, not Paul, at Sbarro.

Pumping Iron

How much can you guys bench? I'm serious here.

Jared Araterati
via aol.com

This question was posed to the staff and, to tell you the truth, there were a lot of blank stares. The only person who recalled a max bench press was Jay Fitzloff. He spoke up and said that in college he once put up about 200 lbs.



A New Twist on Classic Games

We all know classic games are supposedly "hot" right now. Well, what about "classic rock" games? Why don't they make an RPG based on Rush's epic rock opera 2112? How 'bout an action/adventure game based on Charlie Daniels' Woolly Swamp? Even better, why not create a game just like Dragon Force, but title it The Battle of Evermore? Enough of this classic game trend. Bring on the "classic rock" games!

Jon, The Greedy Angler
Buffalo, NY

What have you been doing, reading fishing magazines all your life? Have you forgotten about Journey Escape? Or what about Crüe Ball for the Sega Genesis? More recently, there was Revolution X featuring Aerosmith and the first-person shooter involving Iron Maiden on PC. Where have you been? Now, there is news of Gathering of Developers' new game based on Kiss' Psycho Circus. How's that for classic rock?



Wu-Tang Vs. SF? We'd pay to see that.

Grapham Lopinsky
Bolingbrook, IL

Who would have the thought that all the world would fall in love with a yellow rat!

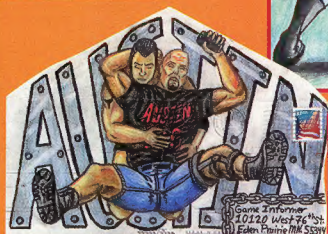


Vince Warner
Philadelphia, PA

Some Street Fighter with some street cred.

Amelia B. Hernandez
Los Angeles, CA

Lara Croft needs some new boots, like maybe thigh-highs or something.



Jason Rodriguez
Santa Rosa, CA

Your dirty mind can write its own caption for this one.



Alex Herrera Jr. Pico Rivera, CA

OK, why are they talking like that... make them stop.

CRAZY TAXI™

You Lookin' at Me?



"Crazy Taxi is an instant arcade classic, and is the best Sega arcade to home conversion yet. Yes, the number of levels is rather limited, as are the extras and objectives, but **Crazy Taxi is all about old-school replay value.** Basically, you have to play the levels over and over to attain that gaming nirvana where you can really rack up the points. There are no missions, this game is all about the illustrious score. Which is somewhat repetitive at first, but as you get more skilled with your Taxi each run becomes more and more frantic and addicting. Sure, I would have liked to have seen some more levels (and more bands – if I hear Offspring again I'm gonna puke), but even with its limited options Crazy Taxi still packs a lot of play. If you own a Dreamcast, this game is definitely a no-brainer when it comes out this spring."

ANDY

THE GAME HOMER

Concept
8.75

Graphics
9

Sound
8

Playability
8.75

Entertainment
8.5

8.5
OVERALL

"The concept behind this game is fairly simple, but mastering the game is extremely challenging. The essence of success is the crazy dash and crazy drift. Figuring out these moves resulted in many an hour of a cramped hand. However, the new special mini-games will aid in your knowledge of the vehicle and how to drive it. Another challenge is Crazy Taxi's enormous cities. You have to learn them like your own neighborhood. All of the alternate routes and insane shortcuts are definitely tricky. Crazy Taxi looks nearly as good as it's arcade counterpart and comes packed with a ton of replay value. It is one of the most challenging games on the Dreamcast and may take you months to master."

PAUL

THE GAME PROFESSOR

Concept
8.75

Graphics
9

Sound
8

Playability
9

Entertainment
8.75

8.75
OVERALL

"Staying at the top of its game, Sega has placed together another phenomenal arcade port, delivering the look and intensity of the coin-op coupled with a handful of exciting new features. The detailed environments in this chaotic urban racer show that the Dreamcast is a serious polygon powerhouse, and the **gameplay is balanced to near perfection** – pushing the player to master his or her game to score the big fares. Crashing through a KFC drive-thru to drop off an angry old hag and bulldozing your way through parked cars is just as fun the hundredth time as it was the first. Crazy Taxi one of those games that isn't necessarily deep, but the basics it dishes out never get old. The only thing I'd change is the removal of the Offspring from the soundtrack. Dreamcast owners should not miss this one!"

REINER

THE RAGING GAMER

Concept
9.25

Graphics
9.5

Sound
7.75

Playability
9

Entertainment
8.5

8.75
OVERALL

Crazy Taxi is a shining example of what Sega does best, creating a kick-butt arcade game and then porting it near flawlessly to their current console system. Popular in the arcades for its ease of play, beautiful graphics, and unending challenge factor, this game has breathed back some much-needed vitality into the racing/fighting/shooting choked coin-op scene.

Still early in its life here in the states, the Dreamcast only has a handful of must-have titles and most of those are genre specific, fun for one type of gamer but not necessarily another. Crazy Taxi crosses the spectrum by providing a raw arcade action game that almost anybody could get into. Whether you do well in the game or not, it's still a blast to play. The amount of quarters the game sucked in arcades, despite having an excessively high learning curve, is proof enough of that.

On the surface, Crazy Taxi is an insane thrill ride in which the player blasts through traffic, launches off of bridges and overpasses, executes power-slides through intersections, and breaks every traffic rule possible in order to give the customer what they want – a speedy and vastly entertaining thrill ride through the city. Underlying this seeming simple concept is a game that requires sophisticated strategies and unbelievable driving skills.



Driving against traffic is risky but pays well.



Gena doesn't need an elevator.



A FEAST FOR EARS AND EYES

Sega put a lot of work into creating detailed, attractive environments for the player to make hasty havoc through. Aside from a wide variety of vehicles and terrain, obstacles include furniture, crates, oil barrels, and those nasty speed-reducing telephone booths. Smashing into these often causes an explosion of chaos as nearby onlookers scream, yell, and scramble to avoid being hit by flying debris.

The game is also populated by a wide variety of characters, each with unique ways of letting you know how they feel. Whether complimenting you on a perfect pickup or jumping out of your car as you cruise along at full speed shouting an obscenity as they go; each customer type has their own way of saying it.

Sega also went all out in securing popular musical scores for the game including three hits from the Offspring and four tunes from Bad Religion, with Offspring's music dominating the gameplay. If you're not an Offspring fan, relax. Some of us aren't either, but the gameplay far overshadows any musical criticism.

Dreamcast Cover Story

- **Size:** 1 GD-ROM
- **Style:** 1-Player Action/Racing
- **Special Features:** 4 Characters, Each With Their Own Vehicle; Unlockable Bicycle; New City Area; 9 Mini-Games Plus 7 Unlockable; Killer Moves Including Crazy Drift, Crazy Dash, Crazy Reverse, & Crazy Reverse Drift
- **Replay Value:** High
- **Created by:** Sega
- **Available:** February for Dreamcast

Bottom line: 8.75

PLAYING THE GAME

The goal is simple enough. Pick up a passenger and drive them to their destination before your personal timer or the customer's runs out. The faster and more recklessly you get them there, the more time and money bonuses are awarded. In order to keep on driving and making cash, the player must continuously rack up time bonuses rewarded for picking up new customers and making a speedy delivery.

Customers all have a colored circle radius they can be picked up in. The larger the circle, the easier the drive. Color determines the distance to the next area and consequently the amount of cash you stand to make off of them. Once a customer is picked up, the amount of money they will pay upon successful delivery appears on-screen. In order to boost this amount, the player must make reckless maneuvers and pull off tricky stunts.

The more stunts you link together, the bigger the cash bonus becomes. However, when you run into a vehicle or hit an object head on, the combo meter resets back to zero. Essentially, the game is about gambling. Do you fly down the road against oncoming traffic in order to get the better tips, or do you play it safe on the right side in hopes of linking a longer combo together?

To add to the dilemma factor, there are a series of moves that can be used to dramatically increase speed, pull a tight power-slide, or make a hasty reverse from that wall you just slammed into. Deciding when to use these moves and when to slow down is entirely a measure of your own skill and your appraisal of the situation. Pull a quadruple Crazy Dash through that crowded downtown area or just one so you'll have enough control to skim for more tips? For more details on the moves, check out the Crazy Taxi Play to Perfection on page 68.



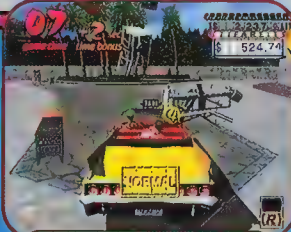
B.D.'s slides are hard to control but fun.



It's really funny when the bicycle knocks cars out of the way.



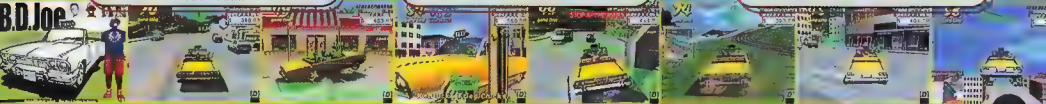
Rice-A-Roni, The San Francisco AAAAHH!!!



Phone booths are great for sudden stops.



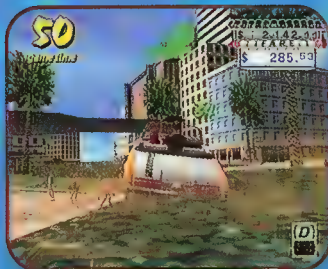
Customers love those Crazy Drifts.



BONUS GOODIES FOR THE ARCADE ENTHUSIAST

In porting the game to Dreamcast, Sega wisely chose not to ignore all of the people out there who have played the heck out of Crazy Taxi in the arcades. To add to the arcade experience, Sega added an entirely new city setting and a series of new modes as well. The city settings can now be played with a ten, five, or three minute time limits that can not be increased through time bonuses, making the game more accessible to beginning players and providing an intense challenge to more experienced players who would be hard pressed to achieve a Class S license in under three minutes.

Not content to let it go at that, Sega also added 16 mini-games, 7 of which must be unlocked. The mini-games are a cross between training levels and intense challenges that can only be met through near-perfect driving skills. Completing all of these games awards a bicycle and a drastic improvement in the mad skillz you'll need to one day earn that lofty Crazy License. When first beginning some of these mini-games, you'll never believe that it's possible to complete them.



Screw the bushes!

In the first half hour of play or so, there doesn't seem to be that much of an extreme difference between the players, but once you realize how much the game demands of you, you learn to appreciate the differences between the drivers in the game.

AXEL

Axel supposedly plays the role of "average Joe" in the game but his top speed falls only a little short of B.D. Joe's while far surpassing that of Gena and Gus. His handling and traction are average, which is to say much better than B.D. Joe's. Axel's car also seems to have a low rate of acceleration, but the Crazy Dash move renders that point moot. Axel is our car of choice for the arcade game.

GENA

Gena's excellent braking and traction allow her to pull off some tight turns, but she appears to be the slowest of the all the cabbies. This makes her ideal for beginners and certain mini-games that require the player to slide and stop on a dime. Overall, we found her too slow to pull off the winning times in the arcade modes.





THE BICYCLE

This is the experts' cab. It's top notch in terms of speed, handling, and traction, but lacks Gus' rock solid stability. One mistake in heavy traffic area and you could be bouncing around for some time before you get a chance to recover. Once you achieve ultimate driving Zen by completing all the mini-games you are awarded with this hidden vehicle. Any character can drive it, but this won't effect its performance.

THE DRIVERS

B.D. JOE

B.D. Joe trades in the worst traction of the cabbies for the top speed. While being able to execute a long slide can be an advantage as far as tips as concerned, B.D. Joe is a difficult driver to control in high traffic, tight cornering situations. In the hands of a truly skilled player B.D. Joe's top speed might make him the cab driver of choice, but we found his propensity towards sliding to be most useful for certain mini-games.

GUS

Gus is similar to Gena in that he trades off speed for decent handling, but his car's true strength seems to be its ability to shrug off potentially time consuming accidents. He doesn't get thrown quite as much as the rest when getting bounced around in traffic. Another car that's decent for beginners, but less appealing to experts.



GAMES OF THE YEAR



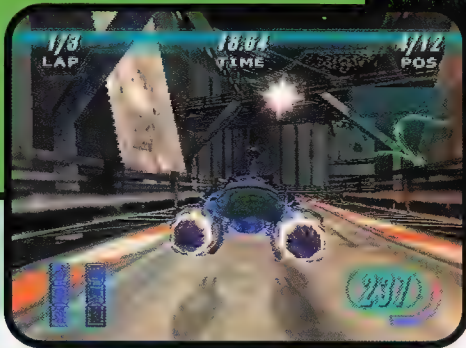
NINTENDO 64
Game of the Year

Star Wars Episode One: Racer

LucasArts

This was the toughest category to judge. Many of the year's N64 titles were good, but not great. After much deliberation we decided that Star Wars Episode One: Racer was the cream of the wilted crop. It was a given that the license alone was going to sell copies aplenty, but the designers went the extra parsec by making the fastest console racer of all time. After an hour of playing, it feels like you're using the force to guide you.

Duke Nukem: Zero Hour
Eurocom/GT Interactive
WrestleMania 2000
Asmik/ARK/THQ
Super Smash Bros.
Hal Labs/Nintendo



DREAMCAST
Game of the Year

NFL 2K

Visual Concepts/Sega

It was no surprise that NFL 2K drew crowds at last

or lump it, NFL 2K probably sold more Dreamcasts than any other game, and future console football titles will most certainly rip off Visual Concepts' design in one way

2K2

Soul Calibur
Namco
Toy Commander
No. 1/Chieftain/Sega



The

Eighth

Annual

Game

Informer

Video

Game

Awards

Tony Hawk's Pro Skater

Neversoft/Activision

when they reworked Apocalypse. They then defied all odds by taking its revamped Apocalypse engine and

game are nearly endless, but at the top of the list are the most varied and most varied environment. True gaming Zen.



PLAYSTATION Game of the Year

(No Game of the Year)



ARCADE Game of the Year

Ferrari F355 Challenge

Sega

The new trend in arcade games is making immersing monstrosities that could never be properly translated into a home console. The new trend in arcade games is making immersing monstrosities that could never be properly translated into a home console. The new trend in arcade games is making immersing monstrosities that could never be properly translated into a home console. The new trend in arcade games is making immersing monstrosities that could never be properly translated into a home console.

Honorable Mentions:
Crazy Taxi - Sega



EverQuest

989 Studios

ships, and their social life in general. You would think a professional group would form. But since everyone who's playing it, there is no dissenting voice. EverQuest has proven that a network game done well rakes in the money. EverQuest also gains notoriety for being both a... should avoid at all costs.

Honorable Mentions:
Homeworld
Sierra

Game Informer Feature



HANDHELD Game of the Year



Honorable Mentions:
Bio Motor Uniton
YumeKobo/SNK for Neo Geo Pocket Color

Super Mario Bros. DX

Nintendo

What's old is new again!

game that launched the NES. Bringing Super Mario Bros. to a new generation of gamers was an accomplishment enough, but adding new minigames and options really put this one over the edge.



PC Game of the Year

Technical Excellence Awards

Best Graphics in a Video Game

Soul Calibur

Namco for Dreamcast

Simply flawless is the only way to describe Soul Calibur. It has perfect collision, beautiful environments, and fluid character motion. Gamers just haven't lived until they've seen their favorite

fighter perform a martial arts demonstration in Exhibition mode.

Honorable Mentions

Final Fantasy VIII - Square Soft for PlayStation

NFL 2K - Visual Concepts/Sega for Dreamcast

Best Playability in a Video Game

Tony Hawk's Pro Skater

Neversoft/Activision for PlayStation

We don't know how Neversoft did it, but somehow the control of Tony Hawk implants itself into the left half of your brain. After a day with Pro Skater, you won't be able to stop using its control in any game with a board in it,

forevermore associating an ollie with X.

Honorable Mention

Crash Team Racing - Naughty Dog/Sony for PlayStation

Best Sound in a Video Game

Medal of Honor

DreamWorks Interactive/EA for PlayStation

All is quiet in the tunnels

except for the faint echoes of music from a distant record player. Suddenly a dog starts barking and you can hear its yelping getting closer with heavy heeled boots following behind. No game has ever demanded to have the volume cranked up louder than Medal of Honor.

Honorable Mentions

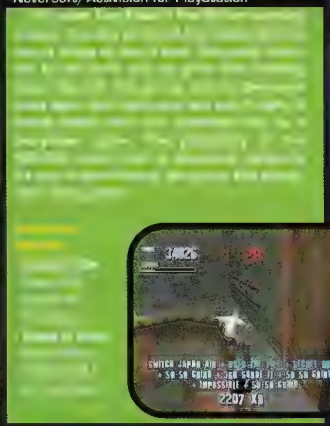
Um Jammer Lammy - Nana-

STYLE AWARDS

Best Action Game of the Year

Tony Hawk's Pro Skater

Neversoft/Activision for PlayStation



Best Fighting Game of the Year

Soul Calibur

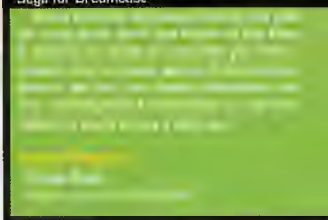
Namco for Dreamcast



Best Shooter Game of the Year

House of the Dead 2

Sega for Dreamcast



Best Racing Game of the Year

Gran Turismo 2

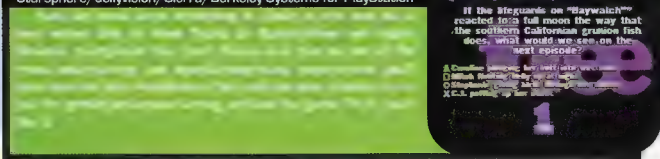
SCEA for PlayStation



Best Puzzle Game of the Year

You Don't Know Jack

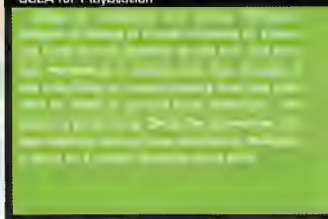
Starsphere/Jellyvision/Sierra/Berkeley Systems for PlayStation



Best Action/Platform Game of the Year

Roe Escape

SCEA for PlayStation



Who's Hot

Best Hero of the Year

Raziel

What makes Raziel so cool? It is his sexy smile or his fashion sense? Or is it that he's a plane-shifting soul sucker with a penchant for impaling enemies on a pike while verbally spouting his inner turmoil? Yep, it's defi-

nately the clothes. Neutral colors aren't just for autumn, kids. They can work a runway all year round.

Best Villain of the Year

Maven I

There were many contenders for this prestigious title, but of all the baddies, only Maven I from PlayStation's Scrabble is a true spirit quasher. He'll make a seven

letter word using Q and X on the triple word score space in his first turn, then just sit there and watch you cry yourself silly.

Best New Character of the Year

Gabriel Logan & Zan

A fist fight almost broke out over this one, so we called it a tie. Gabriel Logan delivers action flick one-liners stiffer

than Stallone, and Zan is just too much of an "Ultra Sexy Hero" to be denied. Zan had the best video game theme song of all time, but Logan gets the last laugh since he'll be starring in a sequel.

Most Inspiring Performance by a Video Game Character

Squall

Anybody who can effectively use a weapon that is both a sword and a pistol is bound to be a pretty cool guy. Squall, however, has that moody aloofness of which teen angst superstars are made. Plus, he gets paid to kick ass, and he's got hot

On-Sha/Sony for PlayStation

Thrasher: Skate and Destroy
- Z-Axis/Rockstar for PlayStation

Best Developer of the Year
Visual Concepts

Two top-rate, first-generation sports software titles in one year? It was unheard of before, but Visual Concepts has redefined the video

game versions of football and basketball with NFL 2K and NBA 2K. A tough act for any next-generation platform to follow.

Honorable Mention
Neversoft

Best Video Game Accessory of the Year
VMU

It's a memory card. It's a portable game system. It's a teeny screen in your game controller. It's brilliant! Too bad most developers don't do more with the VMU than write out the name of the game you're playing.

Honorable Mention
Mad Catz Dream Pad

Game Informer Feature

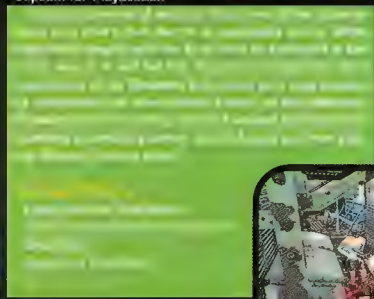
Best Sports Game of the Year **NFL 2K**

Visual Concepts/Sega for Dreamcast



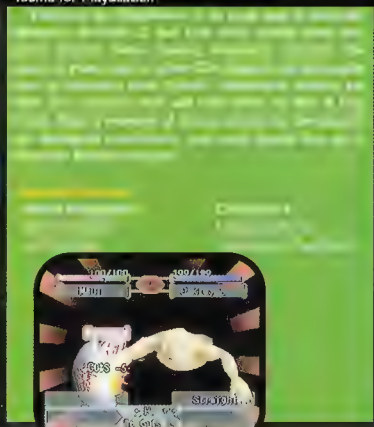
Best Action/Adventure Game of the Year **Resident Evil 3: Nemesis**

Capcom for PlayStation



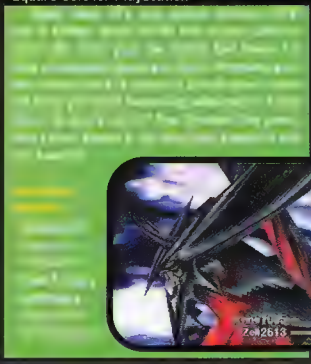
Best Strategy Game of the Year **Monster Rancher 2**

Tecmo for PlayStation



Best Role-Playing Game of the Year **Final Fantasy VIII**

Square Soft for PlayStation



Worst Game of the Year **Superman**

Titus for Nintendo 64



babes clawing at his pant legs, one of whom is his teacher! Ah, to be Squall for a day.

Most Memorable Moment of the Year

Dreamcast Launch

Sega struck out with Saturn, but it rose from the ashes with Dreamcast. Many in the industry didn't think Sega could pull it off, but the lines

that formed outside stores in anticipation of 9.9.99 arriving zipped the lips of all doubters. With current sales figures way ahead of schedule in North America, Europe, and Australia, Sega has proven that the Genesis was definitely not its last hurrah.

ECW WRESTLING

History of

How ECW Powerbombed Its Way To The Big-Time



For a business to expand from a local phenomenon to a national product in a little over five years is no small feat. In this short time, ECW has clawed its way to the top of the small promotion wrestling heap, becoming a force powerful enough to challenge all comers. But before the video game, before the TNN show, before the action figures, before the magazine, before the pay-per-views, before even Extreme Championship Wrestling itself, there was a small northeast NWA (National Wrestling Alliance) regional promotion known as Eastern Championship Wrestling.

Formed in 1992 by Tod Gordon and the late Eddie Gilbert, this predecessor to the ECW we now know wasn't even allowed to have its own recognized world heavyweight title. Still, the promotion started off strong with none other than Jimmy "Superfly" Snuka winning the league's highest title, the ECW Heavyweight Championship, on April 25, 1992. The title changed hands ten times over the next two years, but perhaps its most important bearer was its final holder, Shane Douglas.

Having become a viable part of the struggling, yet still nationally recognized, NWA, Eastern Championship Wrestling was allowed to hold a tournament to determine a new NWA World Heavyweight Champion. On March 26, 1994, Shane Douglas defeated 2 Cold Scorpio and was crowned the new world champion. Shane held the title high and began speaking about the former wrestling greats associated with the belt. He then threw the belt to the ground and said, "They can all kiss my ass."

Picking up his ECW belt, Douglas stated, "I declare myself, The Franchise, as the new ECW Heavyweight Champion of the world. We have set out to change the face of professional wrestling. So tonight, let the new era begin. The era of the sport of professional wrestling, the era of The Franchise, the era of ECW."

Naturally, the NWA board was not pleased with this announcement and threatened to strip Douglas



a Revolution

of both the ECW and NWA belts. ECW commissioner Tod Gordon responded unrepentantly the following day by severing the league's ties to NWA, dissolving Eastern Championship Wrestling, and immediately forming the new ECW, Extreme Championship Wrestling.

The decision to break off relations with the NWA proved to be a wise one. Over the next three years ECW blossomed into the largest independent wrestling promotion in North America. Much of the success can be attributed to the new ECW president and head booker, Paul Heyman. Heyman had a deep history in the business since the age of 15, best known as WCW color commentator Paul E. Dangerously. Diligently working toward making ECW unlike anything that the "big two" had to offer, Heyman brought wrestling back to its bloody roots — something the public hadn't seen since McMahon took the sport, toned it down, turned it into sports-entertainment, and marketed it nationally to kids.

Heyman's biggest coup was garnering himself a regular weekly time slot in local market television. With ECW gaining more and more exposure, a dedicated fan base began to form, as did a stable of hard-working, performance-driven wrestlers. Future stars who passed through ECW's gates in those days include Steve Austin, Chris Benoit, Mankind, Bam Bam Bigelow, Farooq, Gangrel, Juventud Guerrera, Eddy Guerrero, Chris Jericho, Rey Mysterio Jr., Perry Saturn, Al Snow, and Sid Vicious.

In February of 1997, Paul Heyman gathered all of ECW's wrestlers in the ring and announced that the promotion was about to take a huge step forward. He declared that on April 13, in the now-infamous ECW Arena in South Philadelphia, ECW would hold its first pay-per-view, Barely Legal.

Expansion, however, had its costs.

Almost immediately after the airing of Barely Legal, ECW began to experience financial and staffing problems similar to those that the WWF faced when it took its programming to the national level.

Thankfully, ECW had by this time built a fiercely loyal fan base. Continuing with its tradition of amazing live shows and pay-per-views, and under new ownership by Heyman, the league eventually dug itself out of the hole. When it finalized a deal with TNN to have a weekly, nationally televised show, ECW was no longer the biggest independent wrestling promotion, but a member of the big leagues.

For the unfamiliar, ECW isn't about making a clever catch-phrase and selling it on a T-shirt. It's about spectacular wrestling action. Where the WWF and WCW are more concerned with personalities, ECW delivers personally threatening stunts.

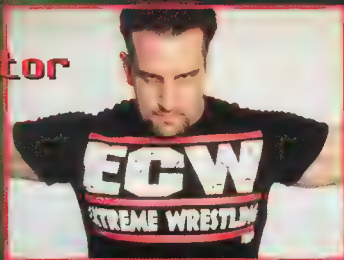
Much of the innovations seen in the last few years in the WWF and WCW were most likely swiped from ECW. Wrestlers going through tables, scantily dressed women getting into cat fights, an emphasis on high-flying and high-risk maneuvers, stronger language, and much more blood — all thanks for these should go to ECW. With such features, it's surprising it took so long for ECW to show up in video game form.

Acclaim losing its WWF license turned out to be a blessing in disguise for wrestling game fans when the company finally announced that its next wrestling game would carry the tag, ECW: Hardcore Revolution. Many were skeptical of how well the promotion's brand of mayhem could be translated to the polygon world, but Acclaim quelled fears when it announced that the game would most definitely carry an "M" rating.

How's the revolution coming along? Turn the page to meet the stars and see the game that is taking wrestling to another level.

Tommy Dreamer: Interview with the Innovator

If you know ECW, you know Tommy Dreamer. He's been the constant force behind Extreme Championship Wrestling, despite the revolving door many of his colleagues have been swinging through. He is not only the "Innovator of Violence," but one hell of a businessman, dealmaker, and booker; with a little bit of game-playing on the side. As the man most responsible for the Acclaim/ECW marriage, Tommy has a lot to say about the company, the business, and his storied career.



GI: How did you get your start in professional wrestling?

Dreamer: I started in Brooklyn, New York for a guy named Johnny Rods, who wrestled for WWF for 30 years; he's a WWF Hall of Famer. Terry Funk took me under his wing in ECW and helped out a lot. Paul E., Kevin Sullivan, Tony Atlas; all the veterans were really nice to me.

GI: You've been one the rare babyfaces in ECW. Has that been difficult because of the recent shift toward fans rooting for the bad guys?

Dreamer: When I first came to ECW I got booed, because I had a good body and wasn't bad looking, as some people would say. In the beginning of my career, everyone always said I had to be the prototype babyface, going out and slapping hands, and that really wasn't me. Terry Funk and Paul E. told me to be myself. My ability to get my ass beaten all the time earned the people's respect. They saw I'm not a character, I'm not a gimmick.

GI: Is it strange in ECW, with all the wild personalities, to be the man without a gimmick?

Dreamer: It's like that in every company. You have some gimmick guys, and you have some non-gimmick guys, but everybody in ECW can wrestle, from the girls to people who you never see doing it. Jazz can beat up most men in WWF. Big Sal, for a guy who's 600 pounds, I've seen come off the top rope. We just don't let him, because we're afraid he'll break the ring. We have probably the hardest working locker room in the business. For a guy to have a gimmick, it's just another way for them to get over with the people.

GI: How does it feel to be the staple in the ECW?

Dreamer: I'm the last guy standing in ECW, and for everyone who's left, I had the largest offer to leave. I stayed for a lot of reasons; personal happiness. I was also the one to get this deal with Acclaim. I have a say in my career. Everyone makes their own decisions. With the Dudley's, I'm watching them have great matches in WWF and I'm happy for them. This is where I want to be in my life. I don't begrudge anyone for leaving.

GI: What other goals do you want to accomplish in your career?

Dreamer: When I first started out, I wanted to be a wrestling doll. I am. I wanted to be in a video game. I am. Raven screwed me by making me win a title because I wanted to go down as never having a title, but I had to. I would love to say on my wrestling tombstone "Wrestled with ECW his entire career." I set a bunch of different goals for myself. I want to act; I like to sing; there's so many things I want to do. Because of the way that I have, I get more challenges, and I get to see if I can handle it. If it comes out cool, it comes out cool. If it comes out like crap it comes out like crap.

GI: You, along with Raven, do a portion of the booking for ECW. Is there any heat in the locker room because of that, like we hear in WCW with DDP and Nash booking some storylines, or is it a more tight-knit group?

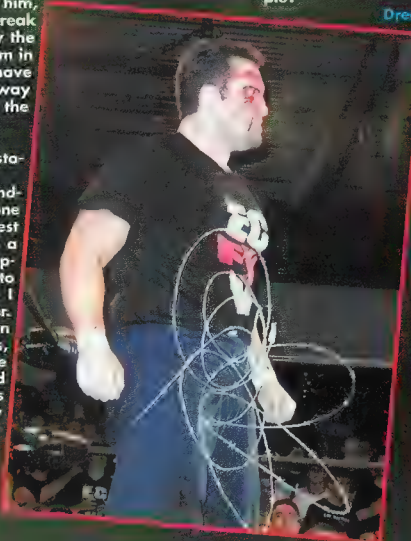
Dreamer: It's definitely a more tight-knit group. I've never been in a locker room like it. To say me and Raven have a lot to say about the booking, we do. It's never ever based upon what's good for Tommy Dreamer's career or what's good for Raven's career. It's about what's good for the Company, and what's good for the show that night. People don't come to see Tommy Dreamer; they don't come to see Raven; they don't come to see Rob Van Dam; they come to see ECW. You can't book an ego for that.

GI: People call you the Innovator of Violence. Has it been difficult to keep coming up with new ways to hurt people?

Dreamer: I like watching WWF or WCW when they steal things I've done. It gets you more creative. You think of different moves. Nova comes up with so many cool moves and cool spots. I have a whole plethora of moves that I'm going to debut one at a time. If you do too many, it doesn't have meaning.

GI: We haven't seen you get much ring-time as of late. What's your status?

Dreamer: I have two herniated disks in my back. I was going to take some time off. I was going to have surgery but I'm not, because they'd give me 100% guarantee that I'd be back. I'd be out for 10 months if I had the surgery. I've been going to rehab. Even if I had the surgery and start bumping around again, I could hurt it again, so why bother? I'm in a lot of pain, but it goes with the territory.



Danny Doring: Chattin' Mo-Cap

Game Informer Feature

"Dastardly" Danny Doring isn't a household name...yet. With two years of experience under his belt, Danny and his "Danaconda" have plenty of time to gain recognition. Along with "Giant Killer" Spike Dudley, Danny is already hard at work on the motion capture for the sequel to *Hardcore Revolution*, executing every move to be featured in the game. Between frankensteins, we had a chance to discuss the project with the House of Hardcore graduate.



fit. It was tight at first, but it loosened up. It's like a part of me.

GI: Is it frustrating when you lose your balls?

Doring: Any time you lose your balls, it's got to be a frustrating experience. After about the third or fourth time of losing your balls, you just kind of shake your head, you pick your balls up, you sew them or glue them back on, and you get in there and do it again.

GI: When you're doing other wrestlers' entrances and moves, is there pressure to accurately represent them?

Doring: There is pressure. I want everybody to look good. You want the game to look good. You want the company to look good. No matter who they are, you try to do your best with them.

GI: In this motion capture session, you're doing all the power moves. How does it feel to be the big guy in there?

Doring: I always consider myself a big guy anyway. I've been in the gym, drinking my milk. But seriously, it's really cool to do all the stuff. A lot of it I'd like to try once I get in the ring. I got a few ideas for a few new moves. I'll see what I can do when I go to the old drawing board.



GI: How do these sessions, where you're taking bumps for hours on end, compare to wrestling an ECW match?

Doring: The ring is reinforced. There's mats and things. I've been here three days now, and after one or two matches in ECW I'm hurt for the rest of the week, so this doesn't really compare to the real matches at all.

GI: How did you get to be one of the mo-cap guys for this project?

Doring: Chris Chetti was in the last game and he's hurt. Spike Dudley asked to work with me because we have some chemistry in the ring together, so I put him over for that one.

GI: Are you putting the other guys to shame in the session?

Doring: Absolutely. Anything I do that involves Chris Chetti, I'm better at.

GI: What's it like doing moves in the mo-cap suit?

Doring: The suit's cool. I'm about to take the suit home, wear the suit out, and possibly to the ring. It's just like working with my regular out-

GI: Is it tough staying loose when you have to wait a few minutes between takes for moves?

Doring: Yeah, it is. Especially when you're doing power moves, and some of the other stuff, you have to stretch. When we do some off-the-top-rape stuff and springboards we'll really see, because that's where I really need to be loose and stretched out. So, if I have to get warm and cold, I'll probably slip and fall. Other than that, it's been tough, but it's been okay.

GI: What do you think of the ECW game?

Doring: I can't wait. It just blows me away that I'm going to be in a game. To know that I can go to a store, and pick a game with me in it. I think everybody here feels that way. They're really taken by it. A lot of people don't really express it, but everybody feels the same way. Personally, I can't wait to take the game home and play with myself all night long.



Web editor Justin takes one for the team

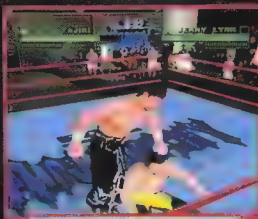


HARDCORE REVOLUTION

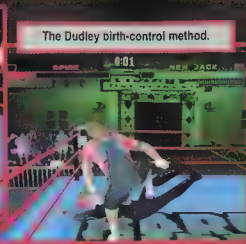
The Whole Fn Engine

Acclaim has honed their wrestling engine into a well-oiled machine. If you've played *Attitude* or *War Zone*, you know what to expect. With tweaks like faster gameplay and a higher framerate though, things have never been smoother. Unlike other wrestling titles, there's no collisions problems and no clipping—just pure beating satisfaction.

Total moves number in the 400 range, all motion-captured by ECW's savage superstars. Counters play a much bigger role in *Hardcore Revolution* than previous Acclaim titles, so you never know which maneuver is a sure thing, save for a 2x4 right between the eyes.



Tajiri checks Jerry Lynn for lice.



The Dudley birth-control method.



Dreamer spots Victory as he does push-ups.



I told her to cut her nails.

Blood Bank

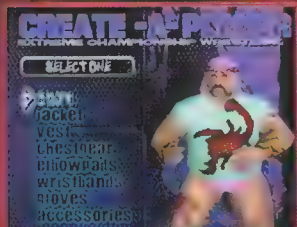
ECW wrestlers may have earned a bad rep for having foul mouths and bad tempers, but most people fail to note all of their charitable contributions. In fact, they give blood during nearly every match. Plasma oozes from every busted body part, including wrists, backs, foreheads, and all points in between. This hemophilia is nowhere more evident than in barbed wire matches. Whip a pansy poser into the wire, and he'll be leaking red stuff like a busted ketchup bottle.



Forget the weapon and grab a Kleenex.



Quote the Raven: Ouch!



Bloody before one match?
What a jabroni.

Cast of Crazies

Hardcore Revolution features the most insane roster in sports entertainment. Superstars Rob Van Dam, Raven, Tommy Dreamer, Sabu and Mike Awesome all show off their unique brand of violence. Other wild wrestlers include angry Amish Roadkill, aptly-named loco luchador Super Crazy, Foley-esque freak Balls Mahoney, and the hyperactive giant killer Little Spike Dudley. Not only do regular workers step in the ring, but nearly all ECW employees want a piece, adding up to 43 pissed-off roody poo's. You'll see managers, valets and even commentators wrapping chairs around each other's faces.

Another unique group of bumpers in *Hardcore Revolution* are the jobbers.

Doomed to lose to established stars until their weak bodies crumble are 11 punks like Mad Goat and Sound Guy. Every character in the game has been photo captured for accurate modeling.

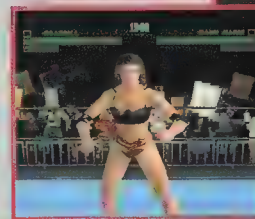
Of course, no Acclaim wrestling title would be complete without the most detailed Create-A-Wrestler mode in video games. This time around the possibilities are nearly endless; with the ability to create unique masks, shirts and pants, and mix your own color scheme with a huge variety of logos and designs. Your custom-built crusher can also come pre-bloodied, scarred, or bruised. Per usual, dozens of accessories, features, and prebuilt articles of clothing abound for your mixing and matching.



Can the ring take the strain?



Roadkill REALLY likes chickens.



Art of Noise

ECW events usually contain enough profanity to make Howard Stern wince, and Hardcore Revolution certainly follows suit. All wrestlers were voice recorded with tons of taunts, screams and grunts. The infamous ECW fans also represent with their infectious chants and shouts of scorn or approval; mostly scorn. Perform below par, and the audience will scream how much you suck, or let you know what a bastard you are. Listen closely, and you may even pick up on vocal jabs aimed other game publishers and former ECW stars.

Theme music isn't quite up to par with the big budget ballads of WWF and WCW, but it has its own charm, and once again is impressively digitized on the N64. A few bigtime themes are missing, but do you really want to hear Offspring's Come Out and Play every time Raven hits the ring?



Big Sal is, well...big.



Mr. PPV jumps for joy.



How do you stop a Rhino?



Must be Whacking Day, because the Danaconda got spanked.

Men at Arms

As if high-risk maneuvers aren't detrimental enough to a wrestler's health, Hardcore Revolution packs a bigger arsenal of weapons than a backwoods militia. The foreign objects just don't stop, and come in the forms of some of the wildest products of pain imaginable. How about a staple gun to the head? Perhaps you'd rather behold the power of cheese...grater. The hits don't stop as guitar cases, bedpans, sledgehammers, brooms, canes, hub-caps, wrenches, and countless other implements of dismemberment get tossed ringside.



I wanted to win a belt, not a bell!



Lance fights for Calgary... Alberta, Canada.

It's a Living

As in the last Acclaim title, you can take the hardcore hero of your choice through a vast array of match types. Turn a normal one-on-one bout into a Death Match, Cage Match, Last Man Standing contest, Street Fight, or the beloved new Barbed Wire Match. King of the Ring returns, allowing a myriad of marks to put up or shut up against one another. Then there's always the Battle Royal, Lumberjack Match, Triangle Match, and countless other ways to snap necks in the ring.

Career Mode is more intricate than ever, as you work your way to the top of the heap, starting at the absolute bottom, even below the jobbers. The calendar setup is quite similar to other sports games, and includes house shows, TV tapings and pay-per-views. It's a tough way to earn a buck, but it sure beats a suit and tie, unless your gimmick entails wearing a suit and tie to the ring.



Big men plus barbed wire equals hardcore.



A curvacious caged catfight.



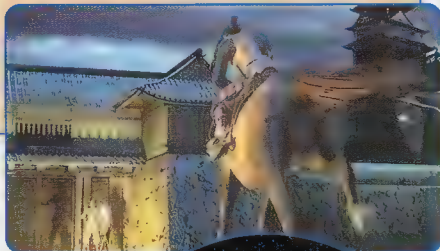


Capcom's Onimusha To Slice PlayStation2

Onimusha is one of many games in development for the **PlayStation2** at **Capcom's** Japanese studio. With a theme that both **Square Soft** and **Koel** have manipulated for the last decade, *Onimusha* sets players smack dab in the middle of a Japanese civil war.

As of now, no gameplay details have been dispensed, but word from Japan is that *Onimusha's* play will be in the same vein as Capcom's survival horror series, **Resident Evil**. However, *Onimusha* will be slim on the horror and high on the survival.

Capcom Japan expects to release *Onimusha* in Japan this summer.



Dreamcast Gets Tony Hawk Fix

Last year's best game for the **PlayStation** is coming to **Dreamcast**. **Crave Entertainment** has confirmed that **Tony Hawk's Pro Skater** is indeed coming to the Dreamcast in the second quarter of 2000 (April - June).

Apparently containing all the kicks the unofficial, narcotic-laced PlayStation version included, the DC version is to include four-player split-screen play. We contacted Crave, which was unable to offer any more comment on the game, but promised additional info for the next issue of *GI*.



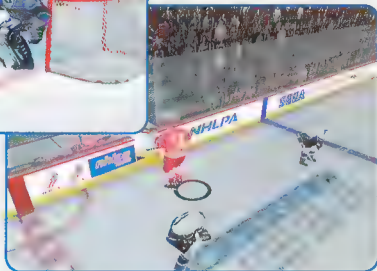


First Look: NHL 2K

Faithful readers of *GI News* read last month about the imminent release of **NHL 2K, Dreamcast's** first hockey game. As promised, here is look at the game that some of us hockey loyalists in Minnesota are very excited about.

Although we have yet to play the game, we did notice some interesting and impressive graphical features in the handful of screenshots we gathered from Sega. First, developer **Black Box**, with the help of **Visual Concepts**, has painstakingly recreated all the players' faces. The development team also added little extras to the graphics such as on-ice reflections, as well as reflections off the Plexiglas.

NHL 2K is scheduled to release for Dreamcast on February 8.



Portable Survival Horror Delayed

A **Game Boy Color** version of **Resident Evil** was originally slated to release in mid-January, but *Game Informer* has learned that development of this game has been slowed.

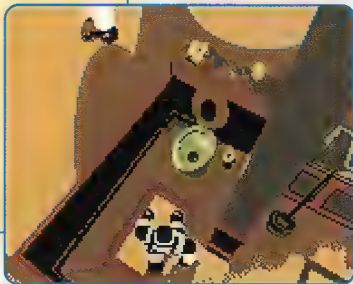
Resident Evil is under development in the United Kingdom by **HotGen Studios**, and the Brits are apparently having a tough time incorporating all the features that **Capcom** wants put into the game.

Capcom has not determined the new release date for *Resident Evil* for Game Boy Color.

New Pokémon Film Launches This Summer

Poké-maniacs who just got a full dose of **Pokémon** on the big screen will be in for another treat this summer. **Warner Bros.** plans to release another animated film on July 21.

The film has already had its theatrical release in Japan and is currently being dubbed with English voices.



editor's top ten

- 1 Crash Team Racing - PS-X
- 2 WWF WrestleMania 2000 - N64
- 3 Final Fantasy VIII - PS-X
- 4 Sega NBA 2K - DC
- 5 Crazy Taxi - DC
- 6 Tomba 2: The Evil Swine Return - PS-X
- 7 Medal of Honor - PS-X
- 8 Resident Evil 3: Nemesis - PS-X
- 9 Tony Hawk's Pro Skater - PS-X
- 10 Gran Turismo 2 - PS-X

reader's top ten

- 1 Crash Team Racing - PS-X
- 2 Tony Hawk's Pro Skater - PS-X
- 3 Resident Evil 3: Nemesis - PS-X
- 4 NBA Live 2000 - PS-X
- 5 Super Mario Bros. DX - GBC
- 6 Pokémon Pinball - GBC
- 7 Tomorrow Never Dies - PS-X
- 8 WWF WrestleMania 2000 - N64
- 9 Pokémon Yellow - GBC
- 10 Donkey Kong 64 - N64

top ten rejected names for James Bond girls

- 1 Wanda Wackett
- 2 Boffme Sahmore
- 3 Tickla Tallywacker
- 4 Sheeba Grabberme
- 5 Easter Sundae
- 6 Slinky Brassiere
- 7 Buffy Stuffedette
- 8 Nadia Knipper
- 9 Rubya Downe
- 10 Vertica Smile

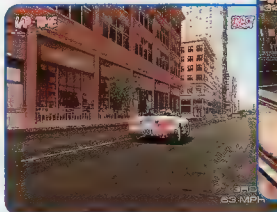
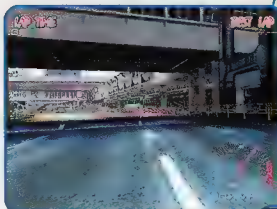
Game Informer is looking for your Top Ten favorite games. Please send your Top Tens to:
Game Informer Magazine
Attn: Top Ten
10120 West 76th Street
Eden Prairie, MN 55344
Everyone that enters every month will be entered in a drawing to win a GI Secret Access T-Shirt! So get writing!

Dreamcast Races to Metropolis This Spring

A Dreamcast racer that has been in the works for quite some time is gearing up for a spring release. The game we speak of is **Bizarre Creations' Metropolis Street Racer (MSR)**.

MSR was originally set to release along with the European launch of the DC last fall, but at press time the game was only about 85% complete. However, Bizarre has been painstakingly recreating three cityscapes (London, Tokyo, and San Francisco) and will include three tracks for each city.

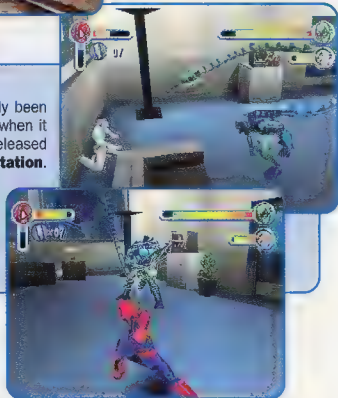
Sega of America will publish MSR in North America, and word is that the game will be priced at around \$40, which is \$10 less than most Dreamcast software. No definitive release date has been set, but we speculate it will arrive in April.



Peter Parker Picks PlayStation

Peter Parker and his alter-ego, **Spider-Man**, haven't exactly been tearing up the comic book scene of late, but it's another story when it comes to video games. **Neversoft**, maker of **Tony Hawk**, has released some incredible new shots of its **Spider-Man** game for PlayStation. These shots have definitely got our Spidey senses tingling, and we are extremely eager to put the game through its paces.

When will we see the game, you ask? We think it will appear at our door in the coming months, but it may not appear in stores until this summer. Activision is handling the publishing duties and has yet to set a definitive release date.



EA Unveils New Need for Speed

Just as we were closing this issue, **Electronic Arts** sprung information on its new **Need for Speed** game for PlayStation (and PC). Tentatively titled **Need for Speed: Porsche Unleashed**, the game will obviously highlight one of the best sports cars ever made. Porsche will chronicle the history of the Porsche, starting with the 1948 356 Roadster and finishing with the 2000 996 Turbo. Over 50 vehicles will be present.

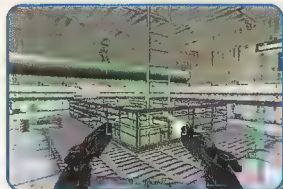
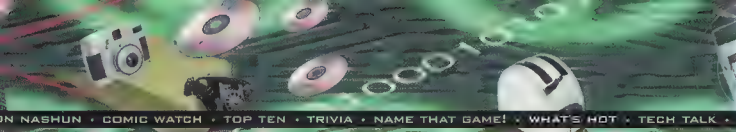
Developed by EA's Canadian studio, the game is scheduled to release sometime this spring.



new releases

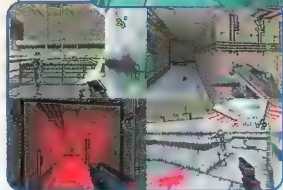
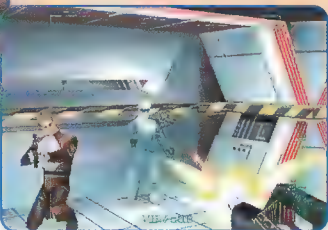
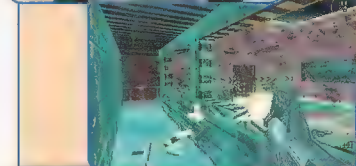
All dates subject to change.
Call your local retailer for
more details.

Release Date	Title	Publisher/Distributor	System	Release Date	Title	Publisher/Distributor	System
JANUARY				MARCH			
1/14/00	Rainbow 6	Majesco	DC	3/1/00	Dark Angel: Vampire Apocalypse	Metro 3D	DC
1/15/00	Armada	Metro 3D	GBC	3/1/00	Draconus: Cult of the Wyrn	Crave	DC
1/15/00	Polaris SnoCross 2000	Vatical	GBC	3/1/00	Metropolis Street Racer	Sega	DC
1/15/00	Return of Ninja w/rumble	Tommo	GBC	3/1/00	Dark Angel: Anna's Quest	Metro 3D	GBC
1/15/00	Excitebike 64	Nintendo	N64	3/1/00	Super Shot Robot Golf	Crave	GBC
1/15/00	NBA in the Zone 2000	Konami	N64	3/1/00	Tomb Raider	Eidos	GBC
1/15/00	Brunswick Bowling 2	THQ	PS-X	3/1/00	Battlezone	Crave	N64
1/15/00	NBA in the Zone 2000	Konami	PS-X	3/1/00	Galerians	Crave	PS-X
1/17/00	Zombie Revenge	Sega	DC	3/1/00	Reel Fishing 2	Crave	PS-X
1/18/00	Resident Evil	Capcom	GBC	3/6/00	Crystals	Nintendo	GBC
1/18/00	Worms Armageddon	Infogrames	GBC	3/6/00	Pokemon Stadium	Nintendo	N64
1/18/00	Road Rash Jailbreak	Electronic Arts	PS-X	3/7/00	McGrath Supercross 2000	Acclaim	GBC
1/18/00	Tiger Woods PGA Tour 2000	Electronic Arts	PS-X	3/7/00	WCW Mayhem	Electronic Arts	GBC
1/18/00	Tomb 2	Sony	PS-X	3/7/00	Hydrothunder	Midway	N64
1/24/00	Bionic Commando	Nintendo	GBC	3/7/00	Tony Hawk's Pro Skater	Activision	N64
1/24/00	Mario Party 2	Nintendo	N64	3/7/00	World League Soccer 2000	South Peak	N64
1/25/00	Battle Tanx	3DO	GBC	3/7/00	Hot Shots Golf 2	Sony	PS-X
1/25/00	Dragon Warrior Monsters	Eidos	GBC	3/7/00	Hydrothunder	Midway	PS-X
1/25/00	Mission: Impossible	Infogrames	GBC	3/7/00	Iron Soldier 3	Vatical	PS-X
1/25/00	CyberTiger	Electronic Arts	N64	3/9/00	Casper	Interplay	GBC
1/25/00	McGrath Supercross 2000	Acclaim	N64	3/14/00	D2	Sega	DC
1/25/00	South Park Rally	Acclaim	N64	3/14/00	Resident Evil: Code Veronica	Capcom	DC
1/25/00	Vigilante 8 2nd Offense	Activision	N64	3/14/00	Toy Story 2	Activision	DC
1/25/00	World Rally Challenge 2000	South Peak	N64	3/14/00	Formula 1 Championship	Electronic Arts	PS-X
1/25/00	Armorines: Project Swarm	Acclaim	PS-X	3/14/00	Motorcross Madness	Activision	PS-X
1/25/00	McGrath Supercross 2000	Acclaim	PS-X	3/14/00	Rollcage Extreme	Activision	PS-X
1/25/00	Superbike 2000	Electronic Arts	PS-X	3/14/00	Saboteur	Eidos	PS-X
1/26/00	Die Hard Trilogy 2	Fox Interactive	PS-X	3/14/00	X Men	Activision	PS-X
1/27/00	Puchi Carat	Tommo	GBC	3/15/00	Monster Rancher	Tommo	DC
1/28/00	Muppets	Take 2	GBC	3/15/00	Thrasher: Skate & Destroy	Take 2	GBC
1/28/00	Railroad Tycoon 2	Take 2	PS-X	3/15/00	Lunar: Eternal Blue	Working Designs	PS-X
1/31/00	Carrier	Jaleco	DC	3/15/00	Major League Soccer	Konami	PS-X
1/31/00	K1 Grand Prix	Jaleco	PS-X	3/21/00	Tony Hawk Pro Skater	Activision	GBC
FEBRUARY				3/21/00	Carnvale 64	Vatical	N64
2/1/00	Crazy Taxi	Sega	DC	3/21/00	Gauntlet Legends	Midway	PS-X
2/1/00	40 Winks	GT Interactive	N64	3/24/00	Ultimate Bass Challenge	Electronic Arts	PS-X
2/1/00	Wild Wild West	South Peak	PS-X	3/25/00	NBA Live 2000	THQ	GBC
2/5/00	Tarzan	Activision	N64	3/28/00	GTA 2	Take 2	DC
2/8/00	NHL 2K	Sega	DC	3/28/00	Hidden & Dangerous	Take 2	DC
2/8/00	Street Fighter Alpha 3	Capcom	DC	3/28/00	Alundra 2	Activision	PS-X
2/8/00	Time Stalkers	Sega	DC	3/28/00	Flintstones Bowling	South Peak	PS-X
2/8/00	NBA Showtime	Midway	GBC	3/29/00	X Men	Activision	N64
2/8/00	Street Fighter Alpha-C	Capcom	GBC	3/30/00	Triple Play 2001	THQ	GBC
2/8/00	Team Buddies	Activision	PS-X	3/31/00	SeaMan	Sega	DC
2/10/00	Wild Metal	Take 2	DC	QUARTER ONE			
2/10/00	WWF Smackdown	THQ	PS-X	Q1	Bugs Bunny 4	Vatical	GBC
2/14/00	Ridge Racer 64	Nintendo	N64	Q1	Carnvale	Vatical	GBC
2/15/00	Espionage Agent	Tommo	DC	Q1	Frisbee Golf	Vatical	GBC
2/15/00	Legacy of Kain: Soul Reaver	Eidos	DC	Q1	Jack Nicklaus Golf	Vatical	GBC
2/15/00	MDK2	Interplay	DC	Q1	Jimmy White's Cue Ball	Vatical	GBC
2/15/00	Virtus Striker	Sega	DC	Q1	Carnvale	Vatical	PS-X
2/15/00	Cage	Metro 3D	GBC	Q1	Roadsters Trophy	Titus	DC
2/15/00	NHL Blades of Steel 2000	Konami	GBC	Q1	Armageddon	Titus	GBC
2/15/00	Vegas Games	3DO	GBC	Q1	Magical Drop	Classified	GBC
2/15/00	Fighter's Destiny 2	South Peak	N64	Q1	Microsoft Entertainment Pack 1	Classified	GBC
2/15/00	Super Bowling 64	Tommo	N64	Q1	Armageddon	Titus	N64
2/15/00	Baldurs Gate	Interplay	PS-X	Q1	Worms Armageddon	Infogrames	N64
2/15/00	Armageddon	Interplay	PS-X	Q1	Elmo in Grouchland	Mindscape	PS-X
2/15/00	Colin McRae Rally	Sony	PS-X	Q1	Roadsters Trophy	Titus	DC
2/15/00	Earthworm Jim	Interplay	PS-X	Q1	Castlevania Resurrection	Konami	DC
2/15/00	Jackie Chan Stunt Master	Midway	PS-X	Q1	Microsoft Combat Flight Sim	Konami	DC
2/15/00	Jeff Gordon Racing	ASC	PS-X	Q1	Planet of the Apes	Fox Interactive	DC
2/15/00	NHL Blades of Steel '00	Konami	PS-X	Q1	2000-1 Tunes	Infogrames	GBC
2/15/00	Saga Frontier 2	Square EA	PS-X	Q1	Golf King	Crave	GBC
2/15/00	Misadventures of Tron Bonne	Capcom	PS-X	Q1	Test Drive Cycles	Infogrames	GBC
2/15/00	Vanguard Bandits	Working Designs	PS-X	Q1	Looney Tunes: Duck Dodgers	Infogrames	N64
2/17/00	ECW: Hardcore Revolution	Acclaim	DC	Q1	Muzzle Velocity	Fox Interactive	N64
2/17/00	ECW: Hardcore Revolution	Acclaim	N64	Q1	Alien Resurrect on	Fox Interactive	PS-X
2/17/00	ECW: Hardcore Revolution	Acclaim	PS-X	Q1	America's Scariest Police Chases	Fox Interactive	PS-X
2/22/00	Sim Theme Park	Electronic Arts	PS-X	Q1	Buff the Vampire Slayer	Fox Interactive	PS-X
2/24/00	Fear Effect	Eidos	PS-X	Q1	Deadly Pursuit	Fox Interactive	PS-X
2/25/00	Silent Bomber	Bandai	PS-X	Q1	Eagle One	Infogrames	PS-X
2/28/00	Urban Chaos	Eidos	PS-X	Q1	LeMans	Infogrames	PS-X
2/29/00	Gekido	Interplay	PS-X	Q1	MLB 2001	Fox Interactive	PS-X
2/29/00	NASCAR Rumble	Electronic Arts	PS-X	Q1	Planet of the Apes	Fox Interactive	PS-X
				Q1	Simpsons Bowling	Fox Interactive	PS-X
				Q1	Test Drive Cycles	Infogrames	PS-X



Perfect Dark Gets the Green Light

Long-suffering **Nintendo** fans can take comfort in the news that **Rare's** long-delayed masterpiece **Perfect Dark** has finally been confirmed for an April 11th release date. The perfectionists at Rare are almost done making sure that *Perfect Dark* is, well, perfect; and Nintendo promises no further delays. Stave off your cravings with a look at these new screenshots.



New Jedi Game To Accompany Video Release

As reported last month, **LucasArts** is currently developing an action game for **PlayStation** entitled, **Star Wars: Episode 1 Jedi Power Battles**, and now we have all but confirmed its release.

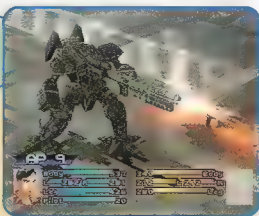
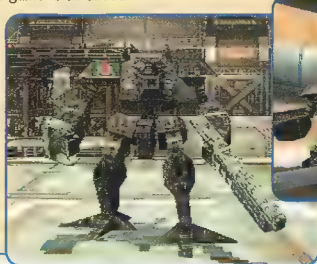
In a cross-promotion with **Fox's** release of the *Episode 1* home video, LucasArts plans to let *Jedi Power Battles* fly on April 3.

STAR WARS EPISODE 1 JEDI POWER BATTLES

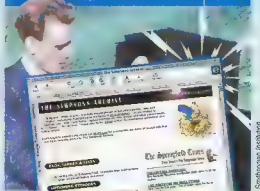
Front Mission 3 To Bring Mecha Strategy Stateside

Square's first two **Front Mission** games were well-received in Japan, but never wreaked destruction on American **PlayStations**. Thankfully, Square just announced that it is bringing **Front Mission 3**, the third chapter in its mecha magnum opus, to the U.S. If giant robots make you salute the flagpole, you might want to switch from briefs to boxers. Imagine **Final Fantasy Tactics** with giant mechas, and you'll have a good idea of what this game is all about.

Front Mission 3 will offer gamers over 150 hours of gameplay, the ability to choose from two opposing scenarios, and a variety of mechas to upgrade and customize. Expect to see *Front Mission 3* in stores sometime this spring.



Game Informer's Site O' The Month



The Simpsons Archive www.snpp.com

This encyclopedic site is maintained by the members of alt.tv.simpsons, and contains more information than any rational human being would ever need about the legendary Fox animated series. Features information on upcoming episodes, Simpsons merchandise, news, and detailed synopses of each for all 200+ Simpsons episodes; including guest stars, opening couch gags, movie references, and quotes.

VIDEO GAME



- 1 How many buttons were on the original Defender arcade unit?
- 2 What was the first game that came packed-in with the Sega Genesis?
- 3 What was Sega's codename for the Dreamcast?
- 4 The Redfield family is associated with what successful video game series?
- 5 This war-themed Dark Horse comic, written by Doug Murray with cover art by Frank Miller, shares a title with a recent Electronic Art's first person shooter.

[Answers on the bottom of page 27]



This game, inspired by the successful **Garçon Sandiego** series, was one of the only Mario titles not developed by Nintendo. It also holds the distinction of being probably the most unsuccessful titles to feature the Big N's voluptuous plumber. The kid-like-oriented gameplay sent players securing the globe, gathering clues to help find the recently kidnapped Mario.

[Answer on the bottom of page 27]

Data File:

Rumors have been circulating concerning a game based on the *Matrix*. Word has it that **Konami's Metal Gear Solid** creator, **Hideo Kojima**, is interested in the project.

Capcom's classic *Strider* has been announced for the Japanese **PlayStation**. The game will include two discs; one will contain the original arcade smash, the other will contain the all new *Strider 2*.

Electronic Arts is said to be developing ten games for the **PlayStation2**, with four of them scheduled for the PS2's September 2000 U.S. launch.

Sega of America announced that **Excite@Home** would be the exclusive provider of non-gaming content and web page personalization technology for **Dreamcast** Internet users.

Worldwide **PlayStation** shipments have reached 70 million, **Sony Computer Entertainment** announced in a recent press release. North American **PlayStation** shipments have reach nearly 26 million units.

Sony has made a deal with **Digital Intelligence** to offer **Picture IQ** digital picture technology, similar to that available on the **Dreamcast**, for the **PlayStation2**. This technology will enable people to e-mail, manipulate, and save digital pictures with the console.

Square's Final Fantasy VIII has shifted more than a million copies in North America since its September 1999 release. Worldwide, the sales total has bumped up past six million units.

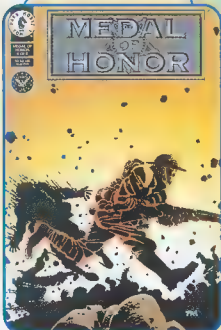
Activision is considering the possibilities of bringing **id Software's Quake III** to the **Dreamcast**.

Medal of Honor Sequel in Development

Dreamworks Interactive has already begun work on a sequel to the acclaimed first-person shooter, *Medal of Honor*. Early word from the development community puts the tentative release of the game as next fall. Additionally, rumors are being spread that *Medal of Honor* could possibly make its way to **PlayStation2**.

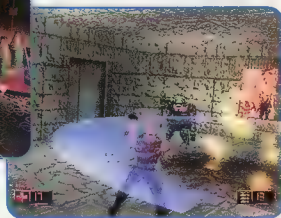
In other *Medal of Honor* news, the game has been deemed equal to the task of living up to its title by the Congressional Medal of Honor Society. President of the CMOHS Paul Bucha said, "Through *Medal of Honor*, we have a new avenue to send our message to upcoming generations that the medal itself represents ordinary people doing extraordinary things for their country." While not necessarily advocating getting killed in a war, Bucha lauded the *PlayStation* game for upholding the medal's intent to praise soldiers who risk their lives against an enemy force.

In addition, *Game Informer's* Reiner dug through his vast comic book collection to uncover the *Medal of Honor* comic book series. The Dark Horse comic which appeared in 1995 is only related to the game in name, but is worth noting because of cover art by the legendary Frank Miller.



Duke Nukem Crash-Lands on Beautiful Booty Biosphere

GT Interactive just revealed some juicy details regarding the next *Duke Nukem* game for the **PlayStation**. Provocatively titled *Duke Nukem: Planet of the Babes*, this sexy saga takes our hero to a faraway planet populated entirely by buxom bimbos. Duke has to save the vixens from an invasion of alien baddies. To aid him in his mission, there will be a new SOS sunglasses' command system, and a few new weapons of destruction. The game runs on the Time to Kill engine, and features 23 levels, including underwater New York and a low-gravity alien space base. Here's the best part – as a reward for saving the babes, Duke gets to stay and help them re-populate the planet. Any volunteers?



Activision's New X-Men

Activision has been putting in long hours developing a 3D game for both **PlayStation** and **Nintendo 64** based on **Wolverine** and friends.

Fourteen fighters all want a piece of **Apocalypse**. He's trying to destroy the world, after all. **Beast**, **Storm**, **Gambit**, and everyone else want the fame and notoriety of being the one to toss the big guy into a shallow grave. The characters' timeline alter egos are also here, thanks to real-time morphing.

Activision plans to satiate your Adamantium rage by releasing *X-Men* in late March.



- **Size:** 256 Megabit (With Internal Save)
- **Style:** 1 to 4-Player Racing
- **Special Features:** 8 Tracks Including 5 Original & 3 New; 24 Cars; New Music & Announcer; Night Driving; Powerslides & Countersteering; Expansion Pak Compatible
- **Replay Value:** Moderately High
- **Created by:** Namco/Nintendo
- **Available:** February 14 for Nintendo 64

Bottom Line: 7.25

The most recent trend in the N64 library of games is the influx of old PlayStation racers. First there was *WipeOut*, now we have *Ridge Racer*.

Granted, *Ridge Racer* is considered one of the finest racing games ever to hit a home console, and Nintendo did a fantastic job of recreating the control and feel of this Namco classic. The racing concepts in *RR* are far from a simulation, but the skill required to master the racing techniques are among the most challenging in any game. At the core of the racing control in this game is the powerslide and countersteer. Unless you learn this technique, *RR 64* is almost impossible to conquer.

Nintendo has included two original circuits from *Ridge Racer* and *Ridge Racer Revolution*. Each of these circuits has six different track variations. Six track variations are also added to the brand new *RR* circuit made for the N64 debut. Additionally, Nintendo has added a four-player mode – a first.

Even with the overabundance of N64 racers, *Ridge Racer 64* is one of the most challenging you'll find on the system. Are you up to the task?



There is a choice of four screen views.



The split-screen can also be divided horizontally.



Kick it into overdrive, buddy!



We have said it before and we will say it again. In our opinion, the Nintendo 64 has way too many racing games. Yet, an influx of this genre continues to flood the system while other genres, namely RPGs, are brushed aside.

Excellent Cornering!

ANDY THE GAME HOMBRE	
Concept	7.5
Graphics	7.5
Sound	7
Playability	7.75
Entertainment	7
7.25	
OVERALL	

"Rather tardily, but finally, Nintendo gets a *Ridge Racer*. I guess the old adage is true that it is better to be late than never to show up, but at this point (with *Ridge Racer V* for the PS-2 on the horizon), it is a little tough to get excited about a *Ridge Racer* conglomeration with a new track. One nice thing the N64 brings to *Ridge Racer* is that the textures are all much cleaner, though I don't think the game moves out with quite the speed that the PlayStation versions delivered. However, if you have never played *Ridge Racer*, it is one of the best racing series of all time, and *Ridge Racer 64* is a good place to start. If only there had been a little bit more added to the game, I would have given it the old veteran thumbs up; but unfortunately, seasoned *Ridge Racer* fans may be a little disappointed with this offering."

PAUL THE PSX PROFESSOR	
Concept	6
Graphics	7.75
Sound	8
Playability	9
Entertainment	4
7	
OVERALL	

"Without a doubt, *Ridge Racer* ranks as one of my favorite racing games. Having played the PS-X games extensively, I can't say I was too excited to do it over again on the N64. However, I found my heart pumping and hands tightening on the controller as I progressed through the stages. Nintendo did an excellent job of translating the superb *RR* control to the N64. This game is extremely tough, and you will be playing for plenty of hours if you want to get all the cars. Even so, I strongly recommend that you rent this game. **Sixty clams is an awful lot of money to plunk down on a game that has essentially been on PS-X for years.** For 60 more, you could get a PS-X and the original."

REINER THE RACING GAMER	
Concept	7
Graphics	8.25
Sound	7
Playability	8.5
Entertainment	7
7.5	
OVERALL	

"Namco's popular racing property has finally expanded its roots to the Nintendo 64. Joining what seems to be thousands and thousands of additional racing titles, *Ridge Racer 64* is at the front of the pack, leading the way with its dynamic gameplay and beautiful graphics. Many of the lighting effects from Type 4 have been recreated in this installment. The ever-useful powerslide is also present and just as easy to manipulate. I was a little disappointed with the new Southwestern track for its lackluster difficulty and simplistic design, and I also found the limited vehicle choices to be mediocre at best. ***Ridge Racer 64's* saving grace is its superbly polished gameplay.** I've already raced across most of these tracks, so I'll pass on this release. However, if you haven't experienced the *Ridge Racer* rush – take it for a spin."

Don't overcompensate when attempting the powerslide.



Nintendo 64

Review



- **Size:** 256 Megabit
- **Style:** 1 to 4-Player Board
- **Special Features:** 64 Minigames (44 New, 20 Updated); 6 New Game Boards; Faster Gameplay; Minigame Stadium; Additional Items & Hazards; Same All-Star Nintendo Cast; Rumble Pak Compatible
- **Replay Value:** Moderately High
- **Created by:** Hudson Soft for Nintendo
- **Available:** January 24 for Nintendo 64

Nintendo's Return to Boarddom

"With the first Mario Party, we attempted to play through a 50-round game. Halfway through I had almost broken down in tears at having to continue playing. With Mario Party 2, we wisely opted for the 20-round game. I didn't feel any tears weeping up, but man was I glad we weren't playing any longer! Mario Party 2 follows the long-standing video game tradition of making a quick sequel to make a quick buck off a game that sold well. There are many new minigames and features, but the fact still remains that you're blindly playing a board game that relies more on dumb luck than actual skill. With four people assembled, I could see a Mario Party 2 rental being entertaining for one, maybe two, games, but anyone who purchases this game is mentally deficient."

JAY THE GONZO GAMER
Concept
2
Graphics
7.5
Sound
6
Playability
4
Entertainment
5
5
OVERALL

"Oh yeah! Mario is throwing another party and, again, he invited my grandma and the rest of the folks who normally don't play video games. A game that just about anyone could play isn't a bad thing, but considering the fact that I didn't care for the first installment, I will keep my grandma from playing this one. Hudson and Nintendo did do a great job of adding a lot more variety to the game. With all the new minigames, it is far less repetitive. The Minigame Land is also a welcome addition for those who would rather skip the board game. Mario Party 2 is a lot more of the same, but is still good for family fun. However, I recommend a long rental rather than an outright purchase."

PAUL THE GAME PROFESSOR
Concept
7.75
Graphics
8
Sound
5
Playability
5
Entertainment
5
6.25
OVERALL

"Nintendo has made a number of improvements to this second Mario Party venture. The minigames are more harrowing in design and are actually randomized better. The gameplay is also delivered at a much quicker pace, keeping you on your toes and in the game. Even with these enhancements, I couldn't find any pleasure in this offbeat board game. I absolutely hate the first game...and this release brings out the devil in me as well. After my second game, I was so bored and fed up with the play that I nearly took a sledge hammer to the cartridge and my head too for actually playing a second game. But silly Reiner, Mario Party is for kids! The likes out there who love the first one like a puppy will get jiggy with this one as well. Adults will probably find Mario Party 2 just as exciting as sticking your head into an elephant's rear. Playing it will leave you, gmo!"

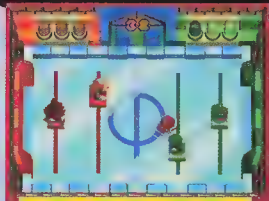
REINER THE RAGING GAMER
Concept
5
Graphics
6.75
Sound
6
Playability
5.5
Entertainment
6
5.75
OVERALL

According to the Game Informer review crew, the gameplay in the original Mario Party was so painful that it made root canals and gunshot wounds feel pleasant by comparison. We loathe the first Mario Party almost as much as Titus' Superman disaster. Not surprisingly, we ran like antelope caught in a sniper's sights when we heard Nintendo was coming to town with a Mario Party sequel. Fearing the worst, we tried to sneak this issue out without covering the game, but the watchful eye of Nintendo made sure that we gave Mario Party a fair shake, hopefully proclaiming it superior to the original.

Right off the bat, we can tell you that if you like the first, you'll like this one as well. On the other hand, if you dislike the salty taste of the first, the same bad flavor oozes out of the sequel. Nintendo and developer Hudson Soft have worked out a few kinks and indeed made the game a more enjoyable experience. It features 64 minigames - 44 of which are new and 20 of which are updated from the original. In addition to this, all the game boards are completely new. They include additional items, treacherous new hazards, and more vibrant designs. The same cast of characters have returned, but now each character sports new outfits that tie into the particular theme of the chosen board. If you play in Horror Land, every character wears a witch's outfit. If you play in Pirate Land, they all wear pirate outfits. You get the idea.

Mario Party 2 is faster in pace so you won't need to wait five minutes for your turn this time. The minigames have also been intensified to be more challenging, and most importantly, more entertaining. Joining the crazy crane game and the slot cars, are a four-player split-screen tank shoot out, wacky log climbing, and a fun bobbed-sled event.

If you itch like a monkey with fleas to play The Game of Life on a daily basis, Mario Party 2 is the game you've always dreamed of. It's nothing short of pure board game bliss!



Lookie! It's four-player Pong!



For each level theme, the characters wear different costumes.



Six gigantic boards bring the wackiness to life.



A new addition are one-on-one duels.



The 44 new minigames are sculpted to be more challenging.





MATURE
M
CONTENT RATED BY
ESRB



Start sleeping with your eyes
open...evil's moving in. on N64®.
The most intense survival game
in history is here!

Can You Survive the Horror? Resident Evil 2. Now on Nintendo® 64.

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evil. It's everywhere. Enter the most
terrifying game experience ever
crafted. Fight through hordes of
flesh-starved zombies, blood-thirsty
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Nintendo 64 Preview

- **Size:** 128 Megabit
- **Style:** 1-Player Action/Platformer
- **Special Features:** Play as Different Tarzan Characters; Unlock Stinkin' Pictures From the Movie & Descriptive Text; Disintegrate Enemies With Fruit or a Knife; Mellow Music; Different Modes of Play; Odor Free
- **Created by:** Disney Interactive & Eurocom for Activision
- **Available:** February for Nintendo 64

90% Complete

Disney's TARZAN

HALF NEKKID AND
ALONE IN THE JUNGLE

Agh! Ungowa somewhere else!

It's not a warthog or a snow
beaver, but it'll do!

Ungowa is a real beauty.

Hot fruit of small woodland
creatures to kill them!

The vine slides are
pretty challenging!

Oh, to be Tarzan. To make elephants move at your whim with the simple utterance, "Ungowa." To impress Victorian women named Jane with your savage half-nekkidness and rapid-transit vine swinging through the jungle. How we all wish for nothing more than to be hangin' out with our ape brothers and sisters, and becoming their lord. What better way to live than to throw away toothbrush and toothpaste, cell-phone and hernia, movies, cars, fast food, central air conditioning – all the false idols we cling to – and carve out a special niche of our very own in a tropical ecosystem?

Well how can you can on two console systems. In this surprisingly well-crafted action/platformer from Disney, you take on the role of the young Greystoke orphan and follow his adventures, as well as the experiences of several other characters from the animated Disney movie. Play as young and old Tarzan, Jane fleeing from baboons, and Bronx talkin' ape sister, Terk.

While the bulk of the game consists of fairly standard, albeit gorgeous 2D platforming action, there are a number of other modes of play. On some levels, you have to flee a herd of stampeding elephants or nasty baboons while attempting to acquire items and avoiding obstacles. It's pretty much an exact replica of Crash's boulder-fleeing levels from his first game. There are also levels where you are required to swim through hungry alligators or ride a creature through dangerous terrain.

Smoothly animated in a backdrop of breathtaking environments, Tarzan's chief asset is its beauty. While the platforming may be nothing new, it is solid and full of hidden locations, things to do, and often requires you to do a bit of thinking in order to get to that area that seems just out of reach. The only real difference between this version and its PlayStation predecessor is its lack of unlockable videos from the movie itself. This not-so-exciting reward has been replaced with still-frame pictures from the movie with text to teach the youngsters how to read. Unless something interesting happens, you can pretty much expect the same verdict from us when the game goes reviewable.

Makes you wish
you were tubing.

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**STAR WARS
— EPISODE I —
RACER™**

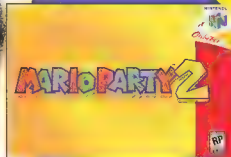


\$99⁹⁵

Expected to be available
January 28, 2000

\$54⁹⁵

MARIO PARTY 2



Expected to be available
February 18, 2000



\$54⁹⁵



Rumble Pak

\$24⁹⁵



\$29⁹⁵



Player's Choice

\$39⁹⁵



Game Boy Color

\$79⁹⁵

Your Choice



Expected to be
available
January 28, 2000

\$29⁹⁵



\$29⁹⁵



\$29⁹⁵

Pokémon Red,
Blue, Yellow



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Nintendo®

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PlayStation Review



- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** Classic 2D Gameplay; Tons of Speech; Anime Cutscenes; Innovative Two-Tone Concepts; Explosive Effects; Re-Recorded Soundtrack; Item Shop; Dual Shock & Analog Compatible
- **Replay Value:** Moderate
- **Created by:** Treasure/ESP for Spot Games
- **Available:** Now for PlayStation

Bottom Line: 7.5

SILHOUETTE MIRAGE

**Without Any Stickiness,
I Will Follow My Dreams**

(Original Japanese Lyrics Silhouette Mirage Theme Song)

At the beginning of the new millennium, mankind became enslaved by its own creation. A super computer known as "Edo" evolved into a higher power and initiated an attack upon all living beings. With its cybernetic power, Edo designed a disease that changed the molecular structure of all living entities, creating genetic mutations and ghostly beasts. When this happened, the inhabitants of the world separated into two groups: the Silhouette and the Mirage. Instead of coexisting peacefully, these two factions were determined to kill each other. Before they could wipe each other off the plane of existence, Shyna Nera Shyna, the "Messenger of Justice" bearing attributes of both Silhouette and Mirage, descended from the heavens and began her crusade to restore tranquility to the land.

Filling the red and purple shoes of Shyna is an extremely difficult role. As this two-faced savior, you'll be asked to combat both Silhouette and Mirage armies, decide which faction is in the right and which is in the wrong, and ultimately put your life on the line all for the sake of bringing balance to this war-torn world. As with almost every other Treasure game, Silhouette Mirage is an obscure romp in the field of platforming. All of its classic 2D action is delivered through one basic rule: light vs. dark - dark vs. light. In order to combat either nationality, Shyna must summon the power from the opposite side. So basically, when fighting a Mirage (pink), you'll need to attack from the Silhouette (purple) side. This rule creates havoc on the gaming plain, forcing the player to maneuver into strange positions and expend magic in excess just to change color.

Along with some of the wackiest side-scrolling gameplay on the PlayStation, Silhouette Mirage comes to life in America through another fine Working Designs' translation. As expected, Working Designs has increased the difficulty, added lovely loading screen art, re-mastered the animated cutscenes, and re-recorded the theme song in English.

Silhouette Mirage is a flashback to the 16-bit wonder years of platforming. It features challenging gameplay and a galactic battle so intense it'll leave your brain blistered and bloody.

ANDY THE GAME HOMER

Concept	7.5
Graphics	8
Sound	7.75
Playability	8
Entertainment	7.75
7.75	OVERALL

"Not only is Silhouette Mirage insane, with completely surreal characters and story, it is one of the hardest action games I've played. In true Working Designs' style, it has picked another gem from Japan (one created by Treasure) and turned up the volume to deliver a game that will keep players busy for months. It features a rather unique playstyle, where the player must use the correct side of the character (either Silhouette or Mirage), to take down foes. This concept keeps the game challenging from beginning to end. The 2D graphics and art are great in this one, but the game does suffer from a rather chopped-up adventure as the game loads quite often. In the end, SM is a fun game that will frustrate many and offer just the right mixture of pleasure and pain for others."

JAY THE GONZO GAMER

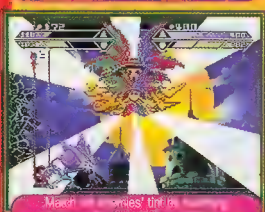
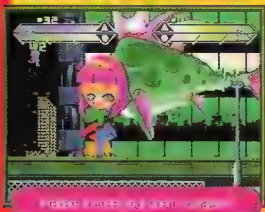
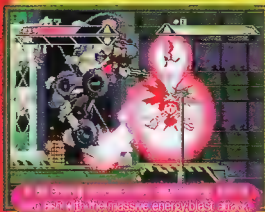
Concept	8.25
Graphics	7
Sound	7
Playability	7.75
Entertainment	8
7.5	OVERALL

"Silhouette Mirage's 2D structure at first seems to be a blast from the 16-bit past. A high-quality example of that past, to be sure, but something that still feels archaic. After some play, however, you realize that the nature of the game requires it to be in 2D. The game is your basic shoot/platformer, but the innovation of having an hermaphroditic character that has to decide between stealing spirit or doing damage adds more play to the game than you might think. The game's biggest downfall is that when you finish it (not to imply that this is an easy task), there's no need to spin this disc anymore. The addition of a multiplayer game would have been great. I recommend you at least check out Silhouette Mirage, but I know many will instantly be turned off by its look."

REINER THE RAGING GAMES

Concept	7.5
Graphics	7.25
Sound	6.25
Playability	7.75
Entertainment	7
7	OVERALL

"This is a radically different game that breathes innovation into the endangered side-scrolling genre. The game starts off rather slowly with little action gracing the screen. As you progress further, the learning curve quickly escalates to a feverish pace, forcing the player to perform flawless actions within frantic scenarios loaded with hilarious animations and fast-paced shooting action. Silhouette Mirage's delivery of play and two-faced personalities are new to the gaming scene, and I think you'll agree they come together to create a fascinating package. I found the difficult play to be quite addictive, yet the annoying voice-overs kept me from staying truly engrossed. Altogether, Silhouette Mirage is a stylish Japanese relic that fans of anime and platformers will truly enjoy."



Colin McRae Rally



The Flying Sonyman

"Colin McRae Rally isn't for pansies. Not only is the game brutally difficult from the opening race, but you must do well in 48 tracks to fully complete the rally. If you want to win, you're in for the long term. Every track is unique, each with many deadly turns and pitfalls that, if taken badly, will practically put you out of the race. Fortunately (or unfortunately, depending how you look at it), car damage is cosmetic only, hurting your pride but not your time. In this sense, McRae is somewhat arcade-like, but the brilliant physics keep it mostly grounded in reality. If you're a racing fan at all or feel there's no challenge left in the racing genre, I recommend this game. I consider it better than its graphically superior counterpart, Sega Rally 2."

JAY THE GONZO GAMER
Concept 8
Graphics 7
Sound 8.25
Playability 8.25
Entertainment 8
8
OVERALL

"Whoa! Rally games are coming out of the woodwork. I'd heard a lot about the Colin McRae game. It has been incredibly successful among European racing fanatics, but it really isn't the forest, but the trees. For one thing, wrecking has little or no impact on your success. Granted, I didn't unlock the Expert mode. Second, the graphics are pretty dismal. There are some wide courses that will get you into trouble if you drive in the forest, but overall they are only slightly above average. There are a couple things I did like. The control and countersteering are well done. Also, the Rally School is good for a few laughs. In the end, this is a good Rally game for the fanatic, but clearly not as nice as V-Rally 2. Skip this game."

PAUL THE GAME PROFESSOR
Concept 8.25
Graphics 6.75
Sound 5
Playability 7.25
Entertainment 5
6.5
OVERALL

"When I first sat down and played Colin McRae Rally I thought there was something wrong with my PlayStation. The car looked like it was floating, and all of the texturing was so distorted that I could actually count the number of pixels on a tree. After one race, I turned off my PlayStation, checked its laser, and cleaned the game disc. Upon restart, I found that the same problems remained a nuisance. At this point, I realized that the problems actually were imbedded in the game, and had not been fixed by the development team. Other than a somewhat smooth physics engine and flashy water effects, I found Colin McRae not worth the time nor cash. The Rally Cross series squashes this butt ugly game with little effort."

REINER THE RACING GAMER
Concept 6.5
Graphics 4
Sound 6.75
Playability 7.25
Entertainment 6.5
6.25
OVERALL

Much like soccer, rally racing earns nationwide respect everywhere but in America. We aside Statesiders apparently aren't impressed by cars powersliding around a narrow, snow-covered mountain pass at over 80 miles per hour. What's it going to take to impress us? How about a game with The Flying Scotsman himself, Colin McRae, the worldwide king of rally racing?

Much like any other rally racing game, success in Colin McRae Rally requires strict adherence to the religion of the powerslide. Learning how to lean into a sharp turn without touching the brake unless absolutely necessary will spell the difference between appearing in the winners' circle and appearing like a nobody who can't win a race to save his life. To assist you in learning the tricks of the trade, Codemasters has included a Rally School mode where McRae himself will share some of his tips with you, and scold you when you can't perform them correctly.

Once you've built up enough confidence in your own ability to take part in Championship mode: a grueling task consisting of 48 lengthy and varied tracks, with McRae's real-life co-driver, Nicky Grist, providing the in-game navigation assistance. Don't expect to breeze through your first few legs of the rally. The game sets you off tough right away, making it difficult even to place in the top three.

To really shave the seconds, players will need to learn how to tweak their cars to best suit each track's nuances. It's a daunting task, considering the sheer number of environments the game throws at you, but mastering what kind of tires, suspension, brakes, steering, and gear-ratio work best for each stage will give you an advantage over opponents.

Rally isn't about bypassing opponents; it's about being the best time. Since there is usually only one car on the road at a time, Colin McRae Rally can really up the graphic touches. If you bump your back end against a tree, one of your rear lights will crack. As you spin out in mud, your car gets progressively dirtier. If you speed through a shallow river, water flies up all about you. Don't get too caught up in the sights, though, because there's always someone vying for your place who's only a tenth of a second behind.



"You have a good head, but turning too hard can end in disaster."

PlayStation Review



- Size: 1 CD-ROM
- Style: 1 or 2-Player Racing
- Special Features: 12 Adjustable Cars; 48 Tracks in 8 Countries; 5 Viewpoints; Car Damage & Soiling; Championship, Rally, Time-Trial, & Rally School Mode; Dual Shock & Analog Compatible
- Replay Value: Moderately High
- Created by: Codemasters for SCEA
- Available: February 15 for PlayStation

Bottom Line:

7



A view from the cockpit.



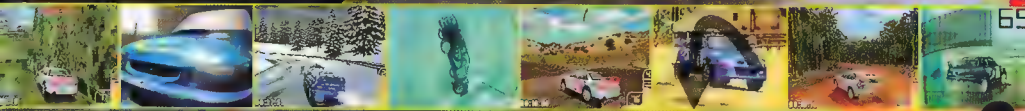
Rally's a dirty game.



If you can't win, try going to school.



Play against someone else in a standard rally or in Arcade mode.



PlayStation Review



- **Size:** 2 CD-Roms
- **Style:** 1 or 2-Player Racing
- **Special Features:** 594 Cars; 45 Car Manufacturers; Rally, Muscle, Sports, Light Weight, Convertible, & Concept Cars; 49 Courses; Rally, Tournament, Special, & Endurance Races; Variety of Upgrades.
- **Replay Value:** High
- **Created by:** Polyphony Digital for SCEA
- **Available:** Now for PlayStation

Bottom Line: 9.5

GT2 GRAN TURISMO



If you played the first Gran Turismo, you probably loved it. In fact, you're probably still playing it and have yet to run out of interesting things to do. Gran Turismo 2 sticks to a winning formula but crams in more of everything and then some. The sheer volume of vehicle types, variety of racing styles, and incredible number of upgrading options could have a devoted fan playing the new game for years, or at least until the next sequel comes along.

New to Gran Turismo 2 are Rally cars, muscle cars, a ton of new models and special events, and most importantly a certain German sports car that was noticeably lacking in the previous installment. While the game's creators still didn't manage to finagle a Porsche license, they found a loophole in the German Porsche alteration company. Ruf is well known among car upgrading enthusiasts for taking Porsches to a new level of speed-freak mayhem. Thus, GT2 will have the Ruf-altered Porsches, but none of the original unaltered vehicles and no logos. We can live with that. GT2 is a good racer for anyone, no matter what your skill level, what style of racing you prefer, or even whether or not you like the racing genre. If you want a simple arcade game, an off-road rally experience, a high speed thrill ride, or a new experience in one of many special events, you'll find it in GT2. Chances are you'll eventually want to try everything the game has to offer and that could take years.

Hail to the New King, Baby!

ANDY THE GAME HONORE

Concept	9.5
Graphics	9.25
Sound	9.5
Playability	9.5
Entertainment	9.75
9.5	OVERALL

"Any way you look at it, Gran Turismo 2 is an amazing game. I don't know what they are doing over there at Polyphony, but the cars in this game just feel right. A brake at the wrong point of a turn will send your car into a long slide, which gives the steering a rather squirrely feel. But with a couple of maneuvers, you can either pull it in or eat wall. In almost every race I took my car to the edge, and each time I slid onto the edge of my seat just trying to hold. This is what gaming is all about, and Gran Turismo 2 delivers it in spades. While I love Need for Speed: High Stakes (especially racing against oncoming traffic), GT2 is easily the best pure racing game out there. From amateurs to pros, this game will keep you challenged and playing. If you haven't already, go out right now and buy this game. Superb!"

PAUL THE GAME PROFESSOR

Concept	9
Graphics	9
Sound	9.75
Playability	9.75
Entertainment	10
9.5	OVERALL

"Nothing can touch this game. You won't find a more comprehensive racer anywhere. There is just so much to do that you'll be playing for months. I was glad to see that GT2 had lowered the difficulty on the license tests, but now they are almost too easy. Luckily, there are a bunch and they really help improve your skills. The superlicense tests are also amazingly fun to race. Once you get these accomplished, the Turismo mode and special races will have you quickly acquiring cars and then tweaking them into racing machines. I almost forgot about the new rally races. These destroy any rally games currently available. Without a doubt, racing fans should not miss this game."

REINER THE RACING GAMER

Concept	9.5
Graphics	9.25
Sound	9.25
Playability	9.5
Entertainment	9.5
9.5	OVERALL

"I've always heard that size doesn't matter. I beg to differ. When it comes to my racing games, I want **girth**. I want a parking lot so large it's throbbing at the seams and ready to explode in my face. For the second time running, Gran Turismo fits this bill and comes to life as the largest, most awe-inspiring racer on the market. With nearly 600 cars, rally racing, and more tracks than you can shake a stick at, this GT sequel will keep you playing for a lifetime. The graphics are exceptionally good and the gameplay is once again superbly crafted. The new standard has been set, and I don't think we'll see another racer top this one for quite some time. Other than the absence of crashes and vehicular damage, GT2 has been executed flawlessly. Don't miss it!"



Once you get to the big leagues, it's like a whole new game.





Everything Must Be Destroyed!

"OK, the game is called Fighting Force 2, yet there is only one player. The main character, Hawk Manson, can kick open a safe, but he can't jump off a five-foot ledge without getting hurt. Confused? God, I know I am. And that's just the beginning of this poorly done title. The inventory system makes absolutely no sense. Never, in all my years of reviewing product, have I seen such an asinine system. Then there are the missions, which seem like something interesting when you read the briefing, but which are merely a mindless stroll through tunnel after tunnel of enemies and computer tanks. I felt like I spent more time looking boxes to get items than completing missions or even fighting baddies. There might be someone out there interested in this title, but I don't know who. Personally, I will avoid this one at all costs."

ANDY

THE GAME HORROR

Concept

5

Graphics

6.5

Sound

5

Playability

5

Entertainment

5

5.25

OVERALL

"The future is a mighty strange place. It seems no matter what you punch, kick, or shoot, it explodes - even office furniture. How do people get any work done knowing their chair's a bomb? It boggles the mind as does trying to figure out what kind of game Fighting Force 2 is exactly. There's the illusion of mission-based, somewhat free-form play...but it's just a brawler, isn't it? Kind of. For the first few missions, you feel that you're really up to something covert; but by the time you figure out that your kicks do as much damage as a hatchet and your sniper rifle can't do head shots, you'll just rush in and beat the tar out of everything that moves, then punch all the furniture until it explodes. Fighting Force 2 has the graphical flair to pull you in, but not the gameplay to keep you going. Definitely rent before you buy."

JAY

THE BUNNY HAMMER

Concept

7.5

Graphics

8

Sound

6.75

Playability

8

Entertainment

7

7

OVERALL

"I didn't care for the first game's mindless punching and kicking, but after playing the second game I realize how good the original was. This game goes in a new direction, but fails to get anywhere. As an action game, it is dull and consists of kicking boxes and busting computers. Actual enemies are fairly sparse and extremely stupid. As an adventure game, it is equally drab and consists of basically picking up the same key over and over. On top of this, the inventory system is ridiculous and confusing. The highlight of Fighting Force 2 is trying to figure the stupid thing out. The level designs are mindless, the graphics are dull, and the control is just average. Do yourself a favor and skip this game."

PAUL

THE GAME PROFESSOR

Concept

3

Graphics

6

Sound

5.5

Playability

5

Entertainment

3.5

4.5

OVERALL

The original Fighting Force allowed two players to select one of four characters and hit the streets, brawling their way through level after level of bad guys begging for a beating. It was what one might call a simple game. For the sequel, Core has tried to create a more complicated, in-depth experience. Gone is the two-player option and three of the playable characters, with only Hawk Manson remaining. It's his job, as a cyborg working for the St-Cops, to take down the glutinous corporations of the future which have gone too far with their DNA experiments.

Every mission starts out with Hawk armed with nothing but his trusty knife, which will eventually break from use. Hawk is pretty proficient at going mano-a-mano, but luckily, weapons are everywhere. If it isn't a wall, floor, or ceiling, there's a good chance a few kicks will make it explode, revealing a weapon or first aid kit. Weapons Hawk can find include, but aren't limited to, a knife, pistol, Uzi, MAC 10, hatchet, sledge hammer, bazooka, sword, grenade, shotgun, sniper rifle, and lead pipe. The only thing keeping you from using everything at your disposal is Hawk's limit of carrying two sidearms, two small items, and one thing slung across his back. Unfortunately, there's no inventory system, so when you pick up something that's over the limit, Hawk will toss whatever he was holding to the ground.

Core's attempt to add mission-based play makes the game seem more complex on the surface, but a brief sampling of play reveals that Fighting Force 2 is a tried and true brawler at heart. Within each mission, Hawk will go through a series of rooms and areas. Each area contains a certain number of corporate flunkies to pop, one of whom will hold a key that allows passage into the next room or area where the process can be repeated. The game premise is once again simple; but with its plethora of weaponry and things waiting to be destroyed, no game has ever seen unadulterated carnage the likes of Fighting Force 2.



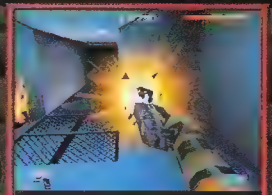
"Three flunkies against me and my hammer? It hardly seems fair!"

PlayStation Review



- Size: 1 CD-ROM
- Style: 1-Player Action
- Special Features: Very Destructible Environments; Wide Array of Weaponry; 1st & 3rd-Person Perspectives; Limited Inventory; Everything Explodes; Dual Shock & Analog Compatible
- Replay Value: Moderately Low
- Created by: Core for Eidos Interactive
- Available: Now for PlayStation

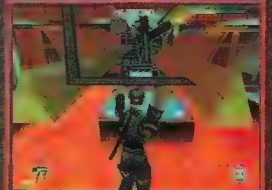
Bottom Line: 5.5



First-person allows you to blow up stuff all the better.



Sniping is one of many ways to kill someone.



Cross ladders hand-over-hand to avoid hot situations.



How will Hawk get past this?



PlayStation Preview

- Size: 1 CD-ROM
- Style: 1 or 2-Player Racing
- Special Features: 55 Vehicles With 3 Power Levels; 21 Tracks; 10 Power-Ups; Single Track, Championship, Time Trial, & Showdown Modes; Race As Individual or Team; Dual Shock & Analog Compatible
- Created by: EA Sports
- Available: Late February for PlayStation

70% Complete



Rumble in the Trailer Park

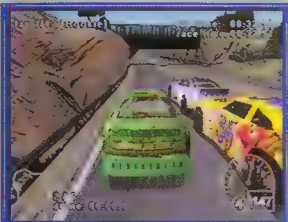
NASCAR—either you love it or you think, “Big deal, they’re just cruising around in a circle,” every time you see it. Electronic Arts is taking stock cars out of the oval and putting them into wild, wide-open terrains in **NASCAR Rumble**. Now Jeff Gordon, Dale Earnhardt, the Petty boys, and their ilk can strut their stuff on the open road and act like the tough guys they are.

Rumble starts off much like any other racer, with players choosing either a car or a truck, a game mode, whether to race as an individual or as a team, and a racing locale. The various tracks are quite lengthy, with plenty of sharp turns, places to catch air, and shortcuts. Standard stuff.

What throws **Rumble** into the Mario Kart realm are the power-ups sprinkled over every track. Driving through one of these glowing orbs, used as an equalizer to keep the competition tight, gives your car one of ten one-shot abilities. There are power-ups as simple as a speed boost, and as deadly as being able to shoot a tornado at everyone ahead of you. For those who find all this too unrealistic, the option to have power-ups available can be shut off for a race of pure skill.

Championship mode has players race on three tracks in one area, scoring points for placement across the finish line. If championships are won, new tracks and cars become unlocked. Certain tracks also have hidden vehicle icons. Finding these can unlock such exotic rides as a golf cart, an RV, a chicken truck, and a jet car. Overall, there are a whopping 55 cars to drive and discover.

There are plenty of racing choices on PlayStation, but **NASCAR Rumble** hopes to score by taking familiar vehicles and putting them in foreign territory. If the experiment works, the game will do something that no other racer does—make players believe there’s more to **NASCAR** than turning left.



The trucks can race with the best of them.



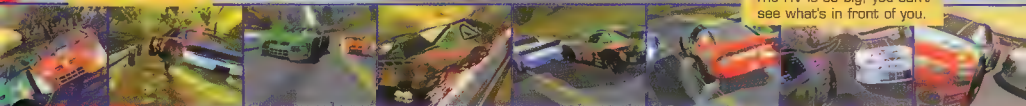
A Kodak moment



Delivering chickens while racing through a swamp should be illegal.



The RV is so big, you can't see what's in front of you.



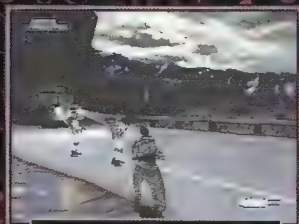
Syphon Filter 2

PACKIN' MORE HEAT THAN JAY-Z

**PlayStation
Preview**

- **Size:** 2 CD-ROMs
- **Style:** 1 or 2-Player Action
- **Special Features:** 20 Levels; 10 New Weapons Including a Knife & Flame Thrower; Play as Lian Xing; 3 Targeting Modes; Interactive MIDI Sound Engine; Advanced Communication Device; 2-Player Split-Screen
- **Created by:** Eidetic for 989 Studios
- **Available:** March for PlayStation

65% Complete



Stealth techniques allow you to get on top of enemies without their knowledge.

Intelligence agents. Why is the U.S. involved? Sounds like the White House is suffering from more under-the-table dealings...and we're not talking about those juicy ones shared by Bill and Monica. As distressing as it may be, something is definitely up in Washington...and it's not Billy's willy either. We're sure he's standing strong and pointing an erect finger in the face of this mysterious terrorist group. Telling them, "Get out of Washington, ya dopes!"

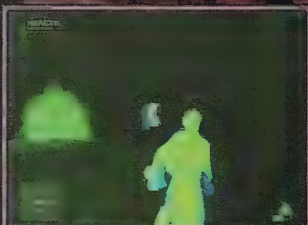
To aid Gabe in his do-or-die journey into the heart of automatic weapons, 989 has pieced together an advanced communication device that houses Gabe's objectives, parameters, weapons, and options. You never know when Gabe will need to turn down the soundtrack to hear the footsteps of an enemy. 989 has also improved the targeting so that Gabe can keep a lock while kneeling, crouching, walking, rolling, climbing, jumping, striding, throwing, and running. That's right, Gabe can now walk and jump! Gabe will also have to use different targeting means to take down baddies in regular clothing, flak jackets, and full body armor. Of course, this varies between weapons. Along with the gadgets and guns from the first game, you can now wrap your fingers around 10 new weapons. Bodies will fall as you summon the power of a flame thrower, explosive grenades, silenced pistols, tear gas, automatic shotguns, a night-vision rifle, a crossbow, and a combat knife. Gabe can also throw on night-vision goggles and look into the distance through binoculars.

The new levels remain heavy on the mission objectives and NPC interactivity, but now the designs are more explosive. You'll actually ride moving trains and dodge enemy vehicles. All of the animation is brought to life through motion-capture, and now enemies can actually hunt and explore, rather than just walk on a track. To really get your blood pumping, an interactive MIDI sound engine has been implemented. When the action picks up, so will the music. Last but not least, two players can now unload limitless rounds in 15 different deathmatch arenas.

Syphon Filter 2 is shaping up to be a worthy sequel to one of the PlayStation's best action games, and the great thing is, it'll be out in a few months! ■

This March, 989 Studios is inviting gamers to blow a second hole in the head of terrorism as the world of underground reconnaissance returns to the PlayStation in Syphon Filter 2. Not wasting any creative juices on the title, 989 has focused heavily on improving the gameplay. Leading the way with a smoking shotgun in hand is the PlayStation's newest action hero, Gabriel Logan. His quick thinking, bad Steven Segal accent, and high-flying acrobatics will once again be pushed to the limit as a new terrorist organization eyes global domination.

Along with his partner Lian Xing, who is now playable for eight challenging stages, Gabe must work his way through 20 gigantic stages loaded with snipers, nasty bosses, and a slew of side missions. Gabe will even face off against the world's top commandos, as well as U.S. intelligence agents.



With the night-vision goggles, Gabe can detect enemy heat trails while using any weapon he sees fit.



A knife has been added as another close-range weapon. Remember, slit them cleanly!



The environments are much larger now, making enemy snipers much harder to spot.



The new advancements in targeting keep enemies locked no matter what action you perform.



Gabe will now have to dodge enemy vehicles.



THE SURVIVAL
HORROR GAME
THAT WILL TOTALLY
CONSUME YOU.
ALL OF YOU.



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OF THE YEAR" - NEXT GEN

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A DESPERATE FIGHT FOR SURVIVAL.

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*LIMITED OFFER

PlayStation Preview

- **Size:** 2 CD-ROMs
- **Style:** 1-Player Action/RPG
- **Special Features:** Family Tree Evolution System; Non-Linear Gameplay Formula; Real-Time Cutscenes; Overworld Map; Special Moves & Combos; Dual Shock & Analog Compatible
- **Created by:** Namco
- **Available:** March for PlayStation

85% Complete



The Longer the Sword the Better

Hollywood has attempted to brainwash humans into thinking that dragons are loving creatures that would go to any length to ensure the safety of the flabby-skinned race. Do you really think that a dragon would speak like Sean Connery? Helhelo no! In reality, dragons are heartless beasts that fancy the taste of man's sweaty glands. Following the lead of its popular hack n' slash coin-op, Dragon Buster, Namco bringeth a new action/RPG to the PlayStation entitled Dragon Valor. The graphics won't floor you, but the adventure will most definitely send shivers up and down your spine. The player is invited to cleanse the land of all of its evil, and yes, from time to time you'll be asked to stick your long hard one into the tender skin of a fire-breathing dragon.

From first glance, the low grade texture quality and blocky environments will make you think that this game is a first generation PlayStation title. When you actually get some hands on, you'll see that Dragon Valor is an incredibly deep game that features a beautiful gameplay engine. As you hack n' slash your way through the side-scrolling environments, you'll be asked to make crucial decisions that range from choosing one new destination over another to picking your future wife. All of these actions come together to create the Heir Lineage – the family tree. After reaching a certain point, the game will bring up the family tree and you'll be forced to pass on your sword to your descendant. The more objectives you tackle, and the more items you find, the more the attributes will be increased on your next born. Hopefully by the end of the game, your bloodline will become so powerful that nothing, not even the dragon ruler, can lay a finger on you. In a way, it's somewhat disheartening to power-up a character only to see him (or her) die hours later. Yet at the same time, building a family of dragon killers is quite the thrill.

Dragon Valor's gameplay appears to have drawn inspiration from Demon's Crest and the Wanderers From Ys series. Along with action that's smoother than a baby's buttocks, and more sorcery than David Copperfield's love life, Dragon Valor allows the player to summon a number of actions in combat. There are tons of sword combos to learn, new magic becomes available through accumulating experience, and a hefty portion of tricky platforming awaits around each castle tower.

With 2 CD-ROMs loaded to the hilt with family blood, spirit, and jewels, Dragon Valor will keep players engrossed for hours (even days) on end. Adventure junkies who found Alundra and Secret of Mana invigorating should grip their swords tightly and check themselves in to the upcoming medieval mayhem of Dragon Valor.



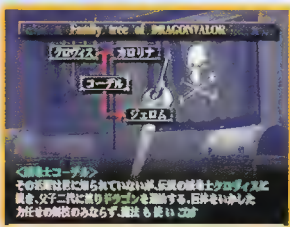
Dozens of combat combos and special moves can be summoned to destroy adversaries.



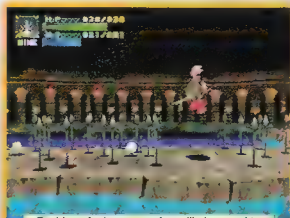
Hit the shop to pick up helpful supplies.



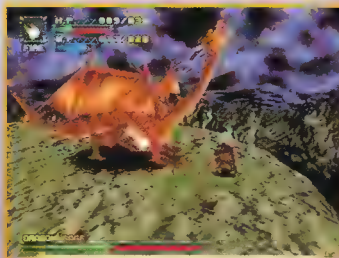
All of the exploration takes place on icon-based maps.



As you progress deeper, your character will die, and you'll need to choose a descendant to play as. The more powering up you do, the better your descendant.



Beside swinging a sword, you'll also need to tackle tricky platforming.



You'll need to be on your game when you battle the dragons. They have no sympathy for you whatsoever.

This is your game.



This is your game on the blink.



ANY QUESTIONS?

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**PLAYER'S
EDGE**

TEKKEN TAG TOURNAMENT

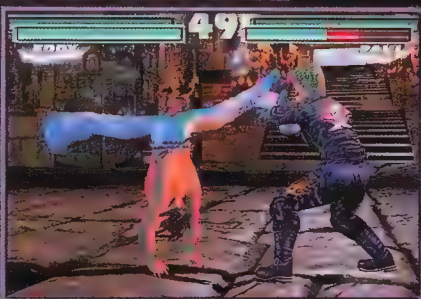
REINVENTING THE IRON FIST

The background crowds are fully animated models with as much detail as the combatants.



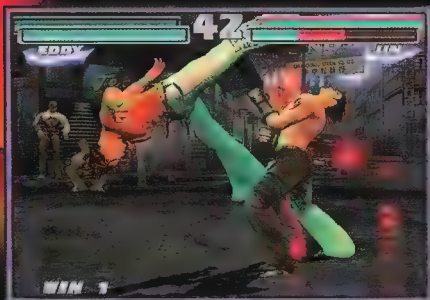
As you can see from Eddy's reflective pants and Paul's wrinkled leather jacket, the finest of details are shown through both lighting and shading.

Other than the revamped graphics and arena designs, this fighter plays just like the original arcade release.



All of the character models have been revamped to look as realistic as possible. Are these from the FMV clips? Nope, these are real-time models. Amazing!





From the foggy alleys to the tail lights of a car reflected in a puddle, Tekken Tag Tournament is a graphical breakthrough.

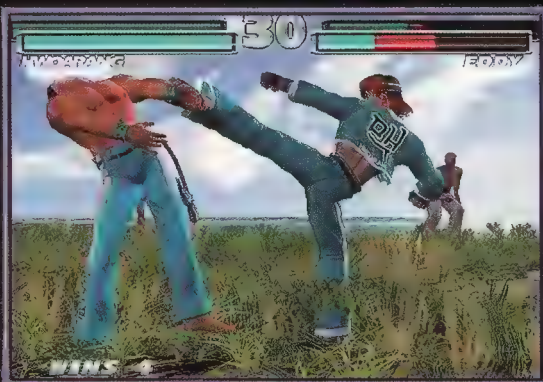
Namco's successful fighting franchise is expected to be one of several games in attendance at Japan's launch of the PlayStation2. Along with Gran Turismo 2000, Eternal Ring, and Street Fighter EX2, Tekken Tag Tournament should be readily available to the public when Sony's powerful unit goes on sale on March 4. Since it launched in arcades nearly a year ago, Tekken Tag Tournament is by no means a new product. To make it a highly craved property that every gamer wants a piece of, Namco has reworked the graphics to make use of the new-found PlayStation2 power. Namco is also believed to be juicing up the gameplay with several new modes and bonus features. Soul Calibur received the red carpet treatment for the Dreamcast launch, so it would only seem natural that a similar development process be applied to Tekken Tag Tournament.

As you can see from the images plastered across these pages, this fighter looks absolutely stunning. Its environments and arenas are composed of seamless texturing and fully rendered animated crowds – a graphical feat no console has accomplished thus far. Even the smallest details, like wind blowing individual blades of grass, are included in this revamped fighter. Tekken Tag Tournament also lights up the screen with an incredible show of effects and lighting. From the shading on the character models to the reflection of a car tail light in a city street puddle, the graphics in this game will surely leave you breathless. Even the complex character models have been touched up to feature seamless skins, flowing hair, and realistic clothing.

The gameplay, for now, is the same as in the arcade counterpart. For those who haven't played the arcade version, it's the same ol' Tekken formula, including the ability to call for help from a teammate by pressing the newly added tag button. As with the previous Tekken ports to PlayStation, the new modes will probably range from training to some kind of adventure. Namco has not yet commented whether Tekken Tag will make use of the analog buttons on the new PlayStation2 controller. Pressure-sensitive techniques would surely add a new dimension to this fighter.

Unlike Oddworld: Munch's Oddysee, this PlayStation2 title is bound within the frame of a CD-ROM, not a 4.5 Gigabyte DVD.

Each little blade of grass moves in the wind.



No matter what move the combatant makes, the character model remains smooth, showing neither texture tear nor any sign of polygonal blockiness.

PlayStation2 Preview

- Size: 1 CD-ROM
- Style: 1 or 2-Player Fighting
- Special Features: Over 30 Playable Characters; Revamped Character Models, Effects, Lighting, & Environment Designs; Animated Arena Crowds; Additional Teammate Tag Button
- Created by: Namco
- Available: March 4 for Japanese PlayStation2 (U.S. Release Pending)

85% Complete





101 Easy Ways To Filet Human Flesh

"As an arcade port, *Zombie Revenge* is right on; with a number of extras including an Original mode, Fighting mode, and a VMU game. With music and bad voice acting that screams House of the Dead 2, I felt this game was a cross between that and a classic brawler. When push came to shove on *Zombie*, I found that I was less than interested. Yes, I like killing stuff with the drill, and I find the bad cutscenes to be quite funny. I just got bored playing the same levels over and over again to master this rather slow-paced action game. If you want gun-toting *Zombie* action, buy *House of the Dead 2*; if you want a *Zombie* adventure, buy *Resident Evil: Code Veronica*. Arcade fans may enjoy this port, but I was not inspired to play this one at all."

ANDY
THE GAME MONSTER
Concept
6
Graphics
7.5
Sound
7
Playability
7.5
Entertainment
6.5
7
OVERALL

"Sega's been laying out brawlers faster than cement lately. That doesn't make any sense, does it? Well, neither does using the Dreamcast to make all these mindless punch, kick, shoot, repeat games. *Zombie Revenge* is a nice-looking one, sure, but assume just the same. *DynamiCop* had relentless action, but was too short. *Zombie Revenge* is longer, but just plain boring. The hand-to-hand combat grows dull once you've seen all three characters do all their combos, and you soon end up relying on your pistol to whittle away everything from a distance. I also can't get over the fact that the zombies are able to use guns. This game could make an alright multiplayer rental, but buying it will bring you nothing but regret. This one should have stayed in the arcades where it belongs."

JAY
THE GONZO GAMER
Concept
5
Graphics
8
Sound
7.5
Playability
7.75
Entertainment
6
6.75
OVERALL

"Unloading limitless rounds into the hides of walking undead is nothing short of a bloody good time. Just like in *DynamiCop*, this arcade port's brawler-esque play is limited, and doesn't deliver too much in terms of replay value. *Zombie Revenge*'s graphics are similar to *House of the Dead*, but the isometric view seems to hide more of the gory details than it shows. On a small screen, the hilarious deaths really go to waste. After playing a few games, which last approximately 20 minutes each, you'll probably lose the desire to play this game again. The terrible acting and story will surely turn you away that much faster. For those of you who love the *Double Dragon*-style games, *Zombie* is decent addition to this spastic genre. For those who seek more than mindless killing, I suggest you seek another title for undead bashing."

REINER
THE WAKING GAMER
Concept
6.25
Graphics
7.25
Sound
5
Playability
7.5
Entertainment
6.75
6.75
OVERALL

In August of 1986, on the outskirts of Salt Lake City, it was reported that a six-year-old child mutated into a zombie and ate the family cat, Meow Meow. Six months later, a similar outbreak occurred in Tokyo. Apparently, an 84 year old man, named Chu, transformed into a gigantic frog with six legs, and proceeded to eat twelve Canadian supermodels from South Dakota. According to our informants, both of these stories are 100% true. *Zombie Revenge*, is a realistic recreation of these ghastly real-world scenarios. If a zombie pops up in your neighborhood, the knowledge gained from *Zombie Revenge* should save lives and turn the dastardly walking dead into hamburger patties for a Fourth of July picnic.

Combine the look of *House of the Dead 2* with the gameplay of *DynamiCop* and *Zombie Revenge* is born. Through an isometric view, either one or two players are invited to pull their hand-guns out of their pants and blow away the walking dead. If ammo becomes scarce, kung-fu moves and random items can be used to slap zombies silly. You'll even pick up gigantic drills and a flamethrower. Since this game originated in the arcades, it features an arcade gameplay mix that presents both limited continues and limited time. If time expires, an evil demon appears and snatches up a continue. When continues run out, your game is over.

As Sega has done with each arcade port, it has implemented a number of additional game modes and secrets to keep gamers playing for weeks on end. Joining the Arcade mode is an enhanced Original mode, a head-to-head Fighting mode, and the deadly Boss mode. *Zombie Revenge* also makes good use of the VMU with a frightening minigame that allows players to power-up and unlock new secrets.

The zombies in this game are tough, and strangely enough, their undead ways include pulling automatic weapons on you. These crafty demons make Todd McFarlane's undead army look like those cute little *Fraggle Rock* characters! Again, if you want to fight off the onslaught of zombies that will torment your town two weeks from next Wednesday, you may want to check out this game for some pointers on how to mutilate diseased human flesh.



Dreamcast Review



- **Size:** 1 GD-ROM
- **Style:** 1 or 2-Player Action
- **Special Features:** Arcade, Original, Fighting, & Boss Modes; 3 Playable Characters; Multiple Weapons; VMU Minigame; Gory *Zombie* Death; VMU & Jump Pack Compatible
- **Replay Value:** Moderate
- **Created by:** ADX/Sega
- **Available:** Now for Dreamcast

Bottom Line: 6.75



This game is a pretty bad one, but it's not as bad as you think it is. It's a decent game, but it's not as good as you think it is.



This game is a pretty bad one, but it's not as bad as you think it is. It's a decent game, but it's not as good as you think it is.



This game is a pretty bad one, but it's not as bad as you think it is. It's a decent game, but it's not as good as you think it is.



This game is a pretty bad one, but it's not as bad as you think it is. It's a decent game, but it's not as good as you think it is.



Dreamcast Preview

- **Size:** 2 GD-ROMs
- **Style:** 1-Player Action/Adventure
- **Special Features:** 2 Playable Characters; Story Branching; New Dual Targeting Weapons; Continuation of RE2 Plotline; New Enemies; Spectacular Outscenes; VMU & Jump Pack Compatible
- **Created by:** Sega/Capcom
- **Available:** March for Dreamcast

90% Complete



Capcom's Thriller Storms to Dreamcast

RESIDENT EVIL CODE: VERONICA

Without a doubt, Resident Evil is one of the biggest names in video games, and the fear of a new entry version of Resident Evil: Code Veronica in the offices has not failed to impress us. We have only tapped the surface of this monumental Dreamcast title, so here's a handful of interesting game tidbits to share.

The Story

As we reported in last month's preview, Code Veronica's star, Claire Redfield has been captured by Umbrella and sent to a remote island off the coast of Europe. This island, we found out, is used as a prison camp where Umbrella wields its own justice against persons it feels are a threat to the corporation's operations. Claire begins the adventure in a cell and soon discovers that something has gone terribly wrong in this prison. Of course, it is an outbreak of the T-Virus, and Claire is quickly attacked by zombies of all kinds.

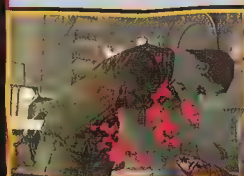
Soon after Claire's zombie encounter, she meets a young man who will later become an ally and possibly more. Known only as Steve, this Leo DiCaprio look-alike, is another prisoner who is looking for a chance to escape. Steve becomes an integral part of the story and is also a playable character. We also hear that Steve and Claire may become romantically involved later in the game.

A character that Claire will feel no love for is Alfred Ashford. Alfred is the commandant of the Umbrella prison, and his lineage stretches back to the founders of Umbrella. He is definitely a ruthless and hateful enemy.



Gameplay

If you have played any of the other RE games, you will already be familiar with the control in Code Veronica. Other than the dual targeting system mentioned in the weapons section, Code Veronica's control offers nothing new to the genre. However, we have only explored a small section of the game, and there could be surprises later in the adventure.



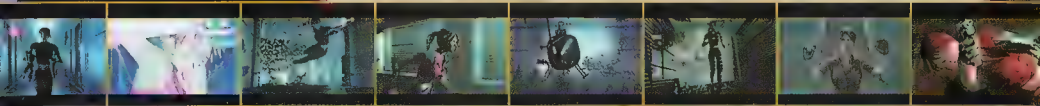
The Weapons

The standard pistol and knife are ever-present tools for zombie killin' in all the RE games, and Code Veronica is no different. There are also other weapons that have been found in past games. For example, we acquired the cross bow (originally in RE2) and the grenade launcher (found in all RE games). However, the new weapons in Code Veronica come in pairs. These weapons are usually of the automatic variety, and are truly devastating as whoever wields them can target two enemies simultaneously. For instance, if Claire encounters two zombies closing in from both sides, she will spread her arms and aim at each.



Outscenes

Judging from the opening movie, the quality of Code Veronica's outscenes is unprecedented. The first movie chronicles Jill's capture and looks like it's straight out of a John Woo action flick. Claire has definitely advanced her gun skills and is one tough mutha. The footage is nothing short of spectacular, and plenty more is waiting throughout the adventure.



Two
Hour
Your
Money

Dreamcast Preview

- Size: 1 GD-ROM
- Style: 1 or 2-Player Fighting
- Special Features: 2 Games - Next Generation & Second Impact - on 1 Disc; 14 Characters in Second Impact & 11 in Next Generation; 8 Difficulty Levels, 3 Slow-Mo & 7 Turbo Speed Settings; Training Mode; VMU Compatible
- Created by: Capcom
- Available: April for Dreamcast

90% Complete

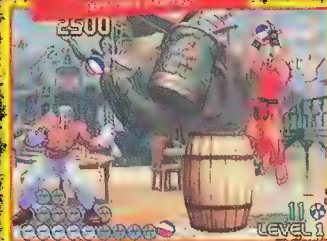
Gamers across the land have waited a long time for the return in fullness of the Street Fighter series. Yes, Capcom has given us plenty of Alphas and EXs over the years, but not until this April will we finally get the real deal delivered to our Dreamcasts in the form of Street Fighter III: Double Impact.

Double Impact is, in fact, two games in one, featuring the first arcade game, Street Fighter III: Next Generation, and the second, Street Fighter III: Second Impact. Noticeably missing is the third installment (now available at arcades everywhere), Street Fighter III: 3rd Strike. Besides this one fact, this ROM packs a serious punch (no pun intended).

Next Generation features two returning characters, Ken and Ryu, and the debut of nine new characters to the Street Fighter universe, namely Alex, Yun, Necro, Ibuki, Sean, Elena, Oro, Yang, and Dudley. This motley crew of new faces is the biggest part of this installment as the new characters must be mastered, and the new boss Gill must be defeated. Everything else in the game is standard Street Fighter fare, with tons of combos, supers, and three different Super Arts (formally known as Super Combos) to choose from.

Double Impact features the same cast as Next Generation, but with the addition of two more characters, Hugo and Urien, as well as Akuma and Gill hidden for extra fun. On the playcontrol front, Second Impact features a new blocking scheme that enables players to deflect or parry incoming attacks. This is done with a simple direction press at the moment of impact, but mastering this skill is difficult. Second Impact also lets the player press two kick or punch buttons at the same time to inflict more damage on an opponent.

If you have played the arcade version of Street Fighter III, this port to home certainly won't disappoint, as it moves at a smooth framerate with no slowdown and absolutely no load time (oh yeah, baby!). Dreamcast owners will want to watch for this one when it hits the Dreamcast this April.



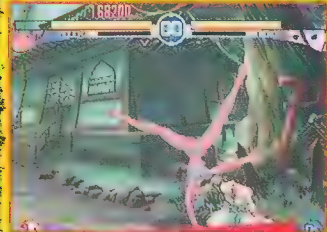
The new end boss Gill is playable in Second Impact.



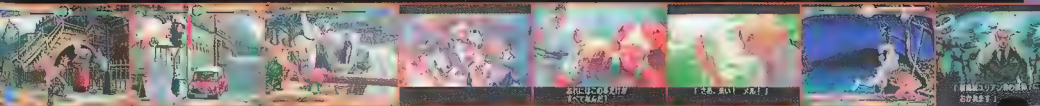
Hugo's audition for Flashdance turned ugly rather quickly.



Sean opens up a can of whoop ass.



In her spare time, Elena works for the Cirque Du Soleil.



Dreamcast Preview

- Size: 1 GD-ROM
- Style: 1 or 2-Player Fighting
- Special Features: Destructible Environments; Power-Ups Revealed by Destroying Buildings & Other Objects; 8 Mecha Plus More Hidden; Each Mecha Has Unique Attack Methods; Unlock Karaoke & Other Weird Stuff
- Created by: Capcom
- Available: Spring 2000

90% Complete

The Mecha of Fighting Games



Some of us here at Game Informer have a special place in our hearts for mecha. There's nothing quite so exciting as that dramatic anime freeze frame just before a vicious sword blow connects, or that feeling when leaping out of a fiery blast just in time to deliver a nasty counterattack. Capcom's Tech Romancer has done an excellent job of capturing the action and splendor of mecha combat, and for good reason. The concept for Tech Romancer comes from the minds of Shoji Kawamori and Studio Nue, the people who created the anime saga Macross, whose first chapter was later translated to the first of three Robotech series in the States.

The fighting in Tech Romancer is an unusual blend of Capcom's Marvel Comics' fighting games and Star Gladiators, allowing a wide variety of ranged attacks and melee moves with simple maneuvers and button combinations. Each mecha in the game possesses a unique style of fighting. One is actually a combination of two different mechas that can also transform into flying vehicles. As you might imagine, it has some pretty interesting moves.

Hopefully, the unusual fighting in this game will prove to be entertaining to the mecha fan and the fighter junkie alike. The game certainly moves quickly, and offers enough variety of cosmetic styles and moves to keep us mecha nerds happy.

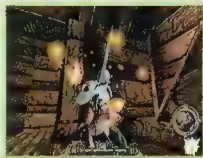
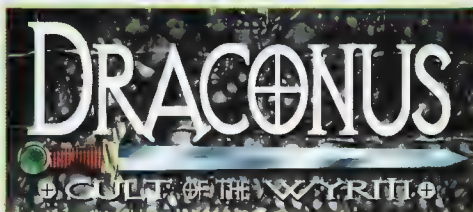


Dreamcast Preview

- Size: 1 GD-ROM
- Style: 1-Player Action/Adventure
- Special Features: 2 Playable Characters; 15 Levels; Indoor & Outdoor Environments; Character Advancement After Level Completion; Over 30 Items & Spells; VMU & Jump Pak Compatible
- Created by: Treyarch for Crave Entertainment
- Available: March 4 for Dreamcast

80% Complete

Dreamcast's Dungeons & Dragons

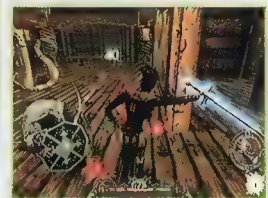


Every so often, pictures of this game would trickle out, but a playable copy never surfaced. Then the game got delayed for three months without explanation. Now, many moons later, a previewable copy of Draconus has finally surfaced, and it looks like the extra time has been well spent.

Playing as either a guy who's better at fighting or a gal who's better at magic, your goal in Draconus is to find the pieces of the Heart Stone so you can lay to rest a great evil that threatens the land. The third-person camera trails behind your character unless a fight breaks out, at which point it swerves to best capture the action.

The battle interface isn't exactly brain surgery. One button attacks, another blocks with the shield, another jumps. It's the enemy AI that makes combat interesting. For example, the cowardly Krugen will strike and then run. Sometimes when you corner them, they get so frightened they fling themselves over a precipice rather than face another blow.

After every lushly detailed level, players use points collected during their adventures to power-up their character's offense, defense, and magical ability. This gives Draconus an RPG feel, making it a Dreamcast owner's Tolkien cream dream.

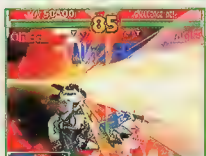
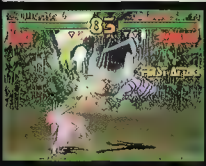


Dreamcast Preview

- **Size:** 1 GD-ROM
- **Style:** 1 or 2-Player Fighting
- **Special Features:** 22 Characters; 4 Alternate Color Choices; Plasma Mejer; Enables Plasma Combos, Plasma Counterattacks, & the Deadly Plasma Field Attack; Moves at 60 Frames Per Second; Still-Frame Picture Endings
- **Created by:** Capcom
- **Available:** February

90% Complete

**Where Eagle and
Zelkin Dare**



A lot of people weren't too happy with our review of the original *Star Gladiator* for the PlayStation, and from what we've seen so far, they may not be too happy when we review the sequel. SG 2 hasn't made any drastic changes from the original. There are now 22 characters, but technically it appears as though there are only 12, as 20 of the characters are actually just a set of pairs sharing the same moves, but a different look.

There are now a series of special attacks, one of the more interesting of which is the Plasma Field. When activated near an enemy who falls to block, the Plasma Field absorbs enemies into an alternate dimension where the attacking character has a powerful advantage. This usually takes the form of a powerful attack that can be activated at the push of a button. There are also the new and deadly Plasma Combo Attacks, which are essentially more powerful versions of standard moves and the Plasma Revenge counterattacks.

Star Gladiator 2 follows the formula of its predecessor by sticking to moves and combos that are relatively easy to pull off. While more experienced fighting game fans may find the control a little too simplistic, the game could be enjoyable for those who don't take their video fun quite so seriously.

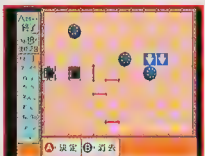


Dreamcast Preview

- **Size:** 1 GD-ROM
- **Style:** 1 to 4-Player Puzzle
- **Special Features:** Mice Needed for Rocket Takeoff; Nasty CPU Opponents; 1-Player Logic Game; 2-Player Cooperative; Level Editor; Over 250 Levels To Contend With; Internet Multiplayer
- **Created by:** Sonic Team for Sega
- **Available:** Now in Japan for Dreamcast (U.S. Release March)

95% Complete

Cohete No Gato



In the infancy of the world's space race, people sent dogs and monkeys up into the great blue yonder. Chu-Chu Rocket proves how stupid that was. Mice are the obvious choice for piloting spacecraft, just as long as those pesky cats can be kept out of the way.

Sonic Team's new puzzle game is a classic product of Japan: cute as all heck and mind-boggling as all get out. The goal is to lay down arrows that will lead the ever-emerging mice into your rocket. Simple, right? Well, there are a few other details you should be aware of. First, you're only allowed to have three arrows on the board at a time. Second, cats will also pop up and follow the same trail you've created. If a cat gets into your rocket, it eats a portion of your mice. Third, there are three other players (or CPU opponents) trying to get mice and screw you over.

If the competition gets too hot, Chu-Chu Rocket also has a two-player cooperative game where players have 30 seconds to get all the mice on board, and a one-player game where given arrows must be used to precisely navigate the rodents. If you somehow manage to weary of the mazes included with the game, then use the editing tool to create levels of your own. Who knew mice were so aerodynamically minded?



POKÉMON

GOLD SILVER

THE NEW COLORS OF ADDICTION



Most people consider Pokémon a passing fad, something that will burn out like the Mighty Morphin Power Rangers and Michael Jackson's pop chart dominance. Many of these "non-believers" say that Pokémon's reign at the top will come to an end sometime this year, predicting that kids will drop their Pokédexes and clamor for the next best thing. Walking and talking Child's Play dolls perhaps? Or will the Teenage Mutant Ninja Turtles step back into the limelight? Let's face facts people. Pokémon is going to be around for a long time, longer than you think. To be quite frank, you may actually see the Buffalo Bills or Minnesota Vikings win a Super Bowl before this astronomically popular addiction fades away. The one thing Pokémon has going for it that no other craze has brought to the table is the gotta-catch-them-all sensation of collecting. As long as Nintendo dishes out new Pokémon that can be caught and traded in either a video or card game, kids are going to continue gnawing on that hook...so there's a chance that this ship will never sink.

As it stands now, Pokémon is larger than it has ever been. It continues to attract new players in both Japan and America, and to dominate the retail charts with its toy line. We hate to say it, but we predict that this happy-go-lucky franchise will only get bigger this fall. If you thought the commotion over this game was crazy to begin with, just wait until you see what happens when Nintendo releases the sequel for the Game Boy Color this September. Just like the original Game Boy release, this sequel has two identities - Gold and Silver. Over 100 never before seen Pokémon are hiding in these two massive games, and once again, players are required to trade with players possessing the other color if they want all the monsters.

Unlike Pokémon Yellow (the unsequel), Gold and Silver actually feature a ton of new stuff that will blow the minds of players across the land. Right away, you'll notice that the graphics are now more vibrant, featuring a wide pallet of new colors. As you travel throughout the land, the screen no longer changes tint when you enter a new zone or city. The grass is always green, and the water is always blue. The graphical changes also show through



..... なんだよ
ひとの

The improved graphics bring out new details and realism.

オラチ の づみか



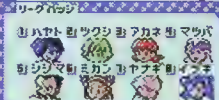
This map shows a portion of the new land.

なまス/ザルバー

10res 27212

おごうかい 3000円

リーグラジ



Eight highly trained Gym Leaders await your challenge.

マゾリホニ さん

10res 37/ 42

コヨレロ

えんまくを つつかた!

Deadly creatures collide with the colorful stable of old.



もらった ワニノコに
ニツホネも つけますか?

Just like in the last game, the player must choose between two Pokémon to start off the adventure.



13310
みずでばう!

Many of the Pokémon feature different attacks and abilities.



Even the introductory animation is more vibrant and lively.



Game Boy Color Preview

- Size: 8 Megabit
- Style: 1-Player Role-Playing Game
- Special Features: Over 100 New Monsters; Male & Female Sexes for All Monsters; Breeding; Entirely New Quest; Poké-Eggs; Improved Graphics & Sound
- Created by: Game Freak/Creatures for Nintendo
- Available: September for Game Boy Color (Game Boy)

50% Complete

INTRODUCING
BABY PIKACHU!

In common situations, in the previous releases, the player's monsters were quite pixelated and bearing no details whatsoever. Gold and Silver has mended this wound, and now all the monsters feature razor-sharp detailing and wondrous colors.

As the good little sequels that they are, Gold and Silver feature a new quest as well. Players will embark on a brand spanning new adventure that never overlaps with the last game. Sure, you'll run across a few familiar faces like Professor Oak and Team Rocket; but rest assured, the challenges are different, the adversaries and Gym Leaders are different, and all of the towns are different as well. Many of you look the time to catch all 151 monsters in Pokémon Red, Blue, and Yellow. Rather than having you do this again, Nintendo has fitted Gold and Silver to be compatible with your previously saved data, so all of your monsters can be loaded onto this sequel via the Time Capsule room. When players load these loved creatures onto Gold and Silver, they'll be in for quite a surprise. One of the new features added to the sequel is breeding. In order to do this, the Pokémon will have to be different sexes. So, when you load up your Pikachu that you named Tom, you may actually find out that it is female and not male.

All of the Pokémon that breed lay eggs. This probably means that Pikachu and most of the mammals in the game are related to the platypus. After walking approximately 1000 steps, the egg will hatch, revealing a new creature or a baby form of the parents. As you probably guessed, this new feature adds infinite depth to the game. Can a Squirtle get down and dirty with a Bulbasaur? And what would happen if your Caterpie humpty dumptied a Snorlax? Oddly enough, some Pokémon also bear different appearances. One of the creatures named the Annon, number 201 to be exact, bears over six different forms. With all of this additional play loaded into the game, the player's Pokédex has been updated and greatly improved. It now includes a cellular phone which delivers hints and tips, and a new item database that sorts into different categories like TM's, Pokéballs, and monster power-ups.

Nintendo has confirmed that Gold and Silver are coming September, and we are certain it will take more than boards nailing shut children's doors to keep them from getting their hands on this gargantuan sequel. The Poké-craze strikes again this fall!

IDNO/?????
おや/?????
ときどき なかぞ
うごいて いるようだ
うまれるまで
もうちょっと かな?

たまごが かんて
トウピーが うまれた!

The Poké-Eggs hatch to reveal new Poké-Babies!

STARTボタンを押さる

You'll need to use your brain to solve perplexing puzzles.

オナチな13

1331の15
21/ 21

1331の
ひっかく こうげき!

..... おや!?
1331の ようすが.....!

Once again, Pokemon evolve after reaching a certain level.

アドンな10

メリープな11
29/ 34

▶たかろ リュウフ
ポケモン にける

One of the more adorable new Pokemon is a sheep-like creature.

アノリー

シンボル系ポケモン

たかさ 0.5m

おもさ 5.0kg

からだじたいは うすっぱく
いつも へばに はりついている。
かたに なにか いみがあるらしい。

Study the bios of strange new species.

コウラな14

あふめ
たいむりす

コウラな14

あふめ
たいむりす

コウラな14

あふめ
たいむりす

コウラな14

あふめ
たいむりす

コウラな14

あふめ
たいむりす

Nintendo 64

by Erik, The PC Jedi

- **Size:** 128 Megabit
- **Style:** 1-Player Action
- **Special Features:** Multiple Vehicles Including Helicopters, Planes, a Tank, & a Hovercraft; Use Winch To Pick Up Friends & Ammo; Allied Vehicles That Actually Work With You To Achieve Objectives; Excellent Translation
- **Replay Value:** Moderate
- **Created by:** Pacific Power & Light for THQ
- **Available:** Now for Nintendo 64

Concept: 8.75
Graphics: 9.25
Sound: 8.5
Playability: 8.25
Entertainment: 8.5

Bottom Line: 8.75

Nuclear Strike

Despite the necessary exclusion of the original's cool FMV sequences, this stunning translation of Electronic Arts' game of the same name on the PlayStation couldn't have been done better. In Nuclear Strike, as with previous games in the long running Strike series, players must complete a complicated set of objectives in order to advance through missions. The goals for each mission are diverse. Players will be required to perform escort missions, transport special agents to critical locations, participate in all-out offensive operations and search and seizures, evacuate diplomats, and even fight off a North Korean invasion force. One of the trickiest parts of the game is managing your resources. Ammunition, fuel, and armor for critical repairs are spread out over every map, and you will often be forced to push what you have to the very limit before picking up these reserves. There is nothing quite so rewarding as completing a lengthy objective and making it to a fuel cache just before you run out of gas. If you're tired of racing, this game is for you.



Nintendo 64

by Jay, The Gonzo Gamer

- **Size:** 96 Megabit
- **Style:** 1 or 2-Player Racing
- **Special Features:** Single Race, Time Attack, Trick Attack, & Championship Mode; Track Editor; 2-Player Championship; Bike & Rider Colorization; Hidden Shortcuts & Secrets; Rumble & Expansion Pak Compatible
- **Replay Value:** Moderate
- **Created by:** Snowblind Studios for Kemco
- **Available:** Now for Nintendo 64

Concept: 7.75
Graphics: 7.5
Sound: 8
Playability: 8
Entertainment: 7

Bottom Line: 7.25

Top Gear Hyper Bike

In no way did I expect to enjoy this title, but Top Gear Hyper Bike really surprised me. You gotta give props to any game with a Track Editor that lets you make hills so monstrous your bike can't climb them. The control is dead on, and right away the competition is fierce. My biggest complaint is the generous sprinkling of nitro boosts that allow you to win, rather than the judicious use of the nitro injector your bikes come with. Still, every track has hidden shortcuts and letters to find (discover enough letters, and a new track is opened), and a generous assortment of tricks. What Hyper Bike seriously lacks is any kind of cycle adjustment or tweaking option, so the motor minded may find it not to their liking. I was impressed that the game had a two-player Championship option, but unfortunately the graphics get a bit foggy with a split-screen. This game won't be for everyone, but those that dig bikes and don't already have a huge library of racing titles for their N64 will probably like what Top Gear Hyper Bike has going on.



Nintendo 64

by Matt, The Original Gamer

- **Size:** 256 Megabit
- **Style:** 1 or 2-Player Sports
- **Special Features:** 16 Boxers; Exclusive Characters; Career & Arcade Mode; Training Exercises; Introductions by Michael Buffer; PowerUp Rumble Finales
- **Replay Value:** Moderate
- **Created by:** Point of View for Midway
- **Available:** Now for PlayStation

Concept: 8
Graphics: 7
Sound: 8
Playability: 8
Entertainment: 6

Bottom Line: 6.5

Ready 2 Rumble Boxing



Admirably, the developers crammed in all the voice-overs and taunts from the Dreamcast R2R into a N64 cartridge, ensuring that you won't be deprived of that handsome devil Michael Buffer belting his ubiquitous tag-line every five seconds. Other than a couple of exclusive characters, nothing's changed, except for the onset of slightly choppy control. Fans of the sweet science are advised to pass on Ready 2 Rumble in favor of the superior Knockout Kings 2000.

Rainbow 6

by Andy, The Game Hombre

- **Size:** 128 Megabit
- **Style:** 1 or 2-Player Action/Strategy
- **Special Features:** Based on the Book by Tom Clancy; 12 Missions; 12 Real-Life Weapons; 3 Difficulties; Multiple Uniforms With Different Attributes; Mission Planning With Waypoints & Go-Codes
- **Replay Value:** Moderate
- **Created by:** Saffire for Red Storm Entertainment
- **Available:** Now for Nintendo 64

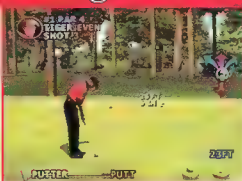
Concept: 8
Graphics: 8.5
Sound: 8
Playability: 8.25
Entertainment: 7

Bottom Line: 8



This hybrid of the PC version features some interesting enhancements that make it a worthy game. Like the PC version, you must plan your attack by pathing your groups and even giving Go Codes to different groups to coordinate ambushes on the enemy. But what makes this game different is the addition of a GoldenEye-esque Sniper mode, as well as a partner that covers your back while you try to complete the mission (which is almost always a hostage rescue). Also, unlike the PlayStation version, this one features two-player.

Tiger Woods PGA Tour 2000



As strange as it may seem to some fools in the office, I am hugely into golf and have played EA Sports' golf games since the Genesis days. Needless to say, the golf games offered up by EA in the past few years have been bogged down by insane loading times and overall dull play. Tiger Woods 2000 is far more enjoyable and fast-paced than past games and benefits from the analog swing control introduced in CyberTiger. In fact, this game is CyberTiger except with a handful of digitized golfers. The problem I have with this particular title is that you are essentially forced to use the analog swing and the ludicrous Tiger Control which allows you to direct the ball in the air. Additionally, the game does not take into account the different skill sets of the golfers it includes and lacks a real sim experience. Hot Shots is more realistic than this game.

PlayStation

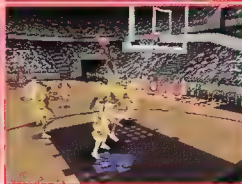
by Paul, The Game Professor

- **Size:** 1 CD-ROM
- **Style:** 1 to 4-Player Sports
- **Special Features:** 5 Authentic Courses; Golfers Include Woods, O'Meara, Leonard, Janzen, & Faxon; Traditional & Analog Swing; Tour Mode; 4 Shot Types; Dual Shock & Analog Compatible
- **Replay Value:** Moderate
- **Created by:** EA Sports
- **Available:** January 18 for PlayStation

Concept:	7.5
Graphics:	8.5
Sound:	8
Playability:	7.5
Entertainment:	7.5

Bottom Line: 7.5

March Madness 2000



Without a doubt this is the best college basketball game I have ever seen. March Madness towers over Final Four in graphics, gameplay, and options. This year's version has better animation, a bunch of new moves, and even Dickey V. Granted, Mr. Vitale says the same things over and over; but the audio is, on the whole, fantastic. If I am hearing right, the crowd actually has a "You Suck" chant. The control is adequate, but more important are the innovative steals that will have players diving for loose balls and passing off their butts. The only aspect of the game that really needs work is the AI. The three-pointers are insanely easy, and it is equally easy to get a defender to leave his feet. That adds up to your shooting guard getting 99 percent of the points. Even with those problems, it is a nice improvement over last year's game and a must buy for college hoops fans.

PlayStation

by Paul, The Game Professor

- **Size:** 1 CD-ROM
- **Style:** 1 to 8-Player Sports
- **Special Features:** Over 150 Division 1 Teams & 16 Women's Teams; New Dribble & Fake Moves; Dynasty Mode; Color by Dick Vitale; Dual Shock & Analog Compatible
- **Replay Value:** Moderately High
- **Created by:** Black Ops for EA Sports
- **Available:** Now for PlayStation

Concept:	8
Graphics:	8.5
Sound:	8.75
Playability:	7.75
Entertainment:	8.5

Bottom Line: 8.25

South Park Chef's Luv Shack



PlayStation

by Jay, The Conzo Gamer

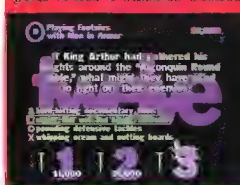
- **Size:** 1 CD-ROM
- **Style:** 1 to 4-Player Board/Action
- **Special Features:** Same Dirty Jokes From Same Little Kids; Same South Park Voice-Overs; Same Questions; Same 20 Minigames; Same Bonus Rounds; More Bleeping
- **Replay Value:** Moderately Low
- **Created by:** Acclaim Studios Austin
- **Available:** Now for PlayStation

Concept:	3
Graphics:	4
Sound:	6
Playability:	1
Entertainment:	2.5

Bottom Line: 3.25

Chef's Luv Shack is an intelligent and challenging game that requires the utmost skill from every player. If your brain isn't numbed from the difficult questions, it will be from the absolutely hilarious hijinks of these four South Park tots. Okay, okay, enough clowning. Here's the real review. Same as the Dreamcast version, but with fuzzier graphics. I enjoy the show, but hate the game.

You Don't Know Jack



PlayStation

by Reiner, The Raging Gamer

- **Size:** 2 CD-ROMs
- **Style:** 1 to 3-Player Puzzle
- **Special Features:** Over 1400 Questions; 35 Hours of Verbal Nonsense; Jack Attack, DisOrder, Threats, & Impossible Questions; Screw Your Neighbor; Dual Shock & Multi-Tap Compatible
- **Replay Value:** Moderate
- **Created by:** Starsphere/Jellyvision/Sierra for Berkeley Systems
- **Available:** Now for PlayStation

Concept:	8.25
Graphics:	6.5
Sound:	7.5
Playability:	8
Entertainment:	9.25

Bottom Line: 8

Just as it was on the PC, You Don't Know Jack is the ultimate party game and one of the wackiest quiz shows you'll ever compete in. All of its questions are as off the wall as can be, and the sarcastic host gives it a unique twist. If you fancy Win Ben Stein's Money, and can actually answer some of its difficult questions, exercise your brain and test your knowledge on You Don't Know Jack.

PlayStation

by Matt, The Original Gamer

Mission: Impossible

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** 24 Missions Across 5 Scenarios; Multiple Mission Objectives; Numerous Gadgets & Weapons; New Voice-Overs & Realtime Cutscenes; Zoom Cam With Distance Targeting
- **Replay Value:** Moderate
- **Created by:** Infogrames
- **Available:** New for PlayStation

Concept:	8
Graphics:	8.5
Sound:	8.75
Playability:	7.75
Entertainment:	8

Bottom Line: 8.25

This N64 blockbuster has made it to the PlayStation just in time for the beginning of the hype for *Mission: Impossible 2*, which hits theaters this summer. Although it's a little late (*Mission: Impossible* is SO last millennium), this title still has a lot to offer PlayStation owners who haven't experienced life as Tom Cruise. (Sorry - dancing around in your underwear doesn't count.) The levels and missions are identical to the N64 version, but some key improvements have been made, the most noteworthy being the addition of voice-overs. All cutscenes feature voice acting, and you now receive audio updates through your communicator during gameplay. The visuals are sharper, eliminating some of the flaws its predecessor had, like blocky cutscenes and fuzzy graphics. These factors combine to give the game a cinematic feel that the previous version failed to achieve. My one quibble is that the control remains a little buggy. Still, this should give cloak-and-dagger fans something to chew on while they wait for the sequels to *Metal Gear Solid* and *Syphon Filter*.



PlayStation

by Erik, The PC Jedi

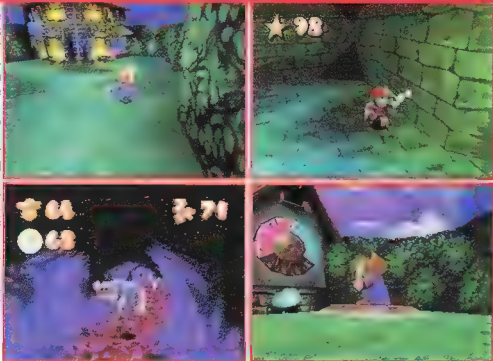
40 Winks

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Platform
- **Special Features:** 2 Playable Characters; All Characters Can Turn Into Their Own Unique Imaginary Heroes; Special Minigames; Scream Attack Turns Into Special Attacks; Characters Are in Hero Form; Butt Stomp
- **Replay Value:** Moderately Low
- **Created by:** Eurocom for GII Interactive
- **Available:** Now for PlayStation

Concept:	7
Graphics:	8
Sound:	7
Playability:	8.25
Entertainment:	7.25

Bottom Line: 7

In 40 Winks we return to dreamland, the same place you may have visited in such games as *Nights*, any *Nightmare on Elm Street* game or movie, and *Swagman*. In fact, 40 Winks resembles *Swagman* a great deal. In both games, you take on the role of a kid saving the world from something amiss in the dreamscape. Using special dream powers and the ability to transform into imaginary creatures and heroes, you must set things right once and for all. It never seems to fail. Games targeted at audiences of all ages almost always seem too slow for older folks and too awkward a playing experience for younger ones. 40 Winks suffers from the fact that its stretched camera makes even the simplest of jumps exceedingly difficult maneuvers to pull off. Imagine attempting to make a relatively simple jump and then having the camera whip around on you in mid-flight. Despite this, the game does have some excellent minigames, the nifty ability to become imaginary heroes by jumping into jack-in-the-boxes, and a solid look. 40 Winks is okay, but not great.



PlayStation

by Erik, The PC Jedi

K-1 Grand Prix

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Fighting
- **Special Features:** Training, Versus, & Career Modes; Train a Fighter for Stamina, Damage, Mental Fortitude, & Moves in Challenge Mode; 15 International Fighters; Karate, Boxing, & Kickboxing Styles
- **Replay Value:** Moderate
- **Created by:** Xing for Jaleco
- **Available:** Now for PlayStation

Concept:	7.5
Graphics:	9
Sound:	4
Playability:	6
Entertainment:	7

Bottom Line: 5.5

Eww! What did they do to K-1? They called it Grand Prix, made the graphics worse than the previous K-1 game, and slowed the action down in a pretty big way. The Challenge mode, in which you get to train your fighter for specific strengths and abilities is cool, but the fighting is pretty unremarkable. If you're a huge fan of more realistic fighting, you might want to give this one a look, but for gaming's sake, don't buy it!

PlayStation

by Matt, The Original Gamer

Ready 2 Rumble Boxing

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player
- **Special Features:** 18 Boxers; Exclusive Characters; Career & Arcade Modes; Training Exercises; Introductions by Michael Buffer; Power-Up Rumble Furies
- **Replay Value:** Moderate
- **Created by:** Point of View for Midway
- **Available:** Now for PlayStation

Concept:	8
Graphics:	7
Sound:	7.5
Playability:	8.5
Entertainment:	6

Bottom Line: 6.5



The Dreamcast R2R was like a Porsche replica built on a Neon chassis: nice to look at, but not much under the hood. So I guess this version is just a Neon. All the flaws that were present in this game's prettier days still mar what should have been a great gaming experience. Jab, jab, dodge - if you've played this on the Dreamcast you know the routine. Again, if you want to buy this strictly for two-player action you could do worse, but the Career mode remains as tedious as ever.

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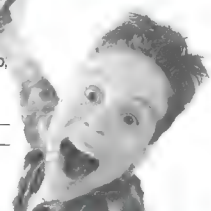
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SHAOLIN STYLE



#52

Key

- : Left Punch
- ▲: Right Punch
- ✕: Left Kick
- : Right Kick
- L2: Crouch
- ←: Back
- : Forward
- ↑: Up
- ↓: Down
- ↶: Quarter Circle Forward, or ↓ to ↶ to →
- ↷: Quarter Circle Back
- ↶↷: Half Circle Forward, or ← to ↶ to ↓ to ↷ to →
- ↷↶: Half Circle Back
- W: Wait



Part 1 of 2

The RZA

- The Or One-Two: ■, ▲
- ShaoLin Surprise: ■, ▲, →, ←, ↶, ↷
- Big Butta: →, ↶, ↷
- Critical Beatdown: →, ↶, ↷
- Da' Kwame: →, ↶, ↷, ●
- Thug Poika: ←, → (release), ●
- Shooby Doo-Wop: ←, →, ↶, ↷
- Com Bore: →, ↶, ↷
- Latin Lupe: ●, ●
- Scuzzy Huggie: →, ↶, ↷
- Rulah Zig Zag: ←, ↶, ↷, →, ●
- The Abbot: L2 + ●, →, ← (release), ●

Suang Dao

- The Country Cousin: ■, ▲
- Kung Pao Chicken: →, ↶, ↷
- Gibber Nibbler: →, ↶, ↷, ●
- Cob Nibbler: →, ↶, ↷, →, ●
- Pain Casserole: ←, → (release), ●
- Shrimp Niblet: ←, → (release)
- Kriss Kross: ●, ●
- Dirt Boog 8: →, ●, ●
- The Forbidden Move: ←, ↶, ↷, →, ●

Yippee Yay! ✕, →, +, ●, ●

The GZA

- Liquid Sword: ■, ■
- Bongo Rock: →, ↶, ↷
- The Fort Apache: ▲, ■
- Yowash!: ■, ←, →, ▲
- Bowl-Legged Lou: ▲, ↶, ↷, ■
- Nann Noodle: ✕, ✕
- The Unimentionable: ✕, ✕, ✕
- Sunrise Splat: ✕, ✕, ✕
- Hookah Hitter: ←, →, ✕, ▲
- Antsy Fanny: →, ↶, ↷, ✕
- Longshoremen's Howdy: ✕, ●

Wuji

- Squeegie Pleaser: ■, ■
- Ivory Ticker: →, ↶, ↷
- Goo-Goo Galtmaster: ▲, ●, ●
- Bingo Buster: →, ↶, ↷, ●
- Southside Hustla: ▲, ↶, ↷, ■
- Nerd Negator: L2 (release), ▲, →, →
- Playa Hater: ✕, ✕
- Cobbie Doodle: →, ✕, ←, →, ✕
- Chief Rocka: →, →, ←, ✕, ✕, ✕

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Jubilee Jaws: ■, ■, ■
Rock 'Em: ■, ■, 御, →, →+▲
Sock 'Em: ■, ▲



Rainbow 6

Based on the PC game of the same name, Rainbow Six puts you at the forefront of counter terrorism. This ultra realistic first-person shooter, lets you arm your men and then switch between each of them as you try to complete missions ranging from hostage rescue to defusing bombs. While this game lacks the mission planning that is found on the N64 and PC, it still requires a certain amount of strategy as you uncover the best way to take the enemy compound. Unfortunately this port is rather chunky, and the player sticks to walls a lot and has trouble going through doors. Which in a tight spot, is extremely annoying as one bullet in this game will more than likely put you down for the count. I enjoyed playing this game, but it is definitely only for the patient as you basically must memorize the location of each enemy to be effective.

PlayStation

by Andy, The Game Hombre

- Size: 1 CD-ROM
- Style: 1-Player Action
- Special Features: Based on the Book by Tom Clancy; 14 Missions (2 Exclusive PlayStation Levels); 12 Real-Life Weapons; 3 Difficulties; Multiple Uniforms With Different Attributes
- Replay Value: Moderate
- Created by: Rebellion for Reg Storm Entertainment
- Available: Now for PlayStation

Concept:	7.5
Graphics:	7.75
Sound:	7
Playability:	6
Entertainment:	6

Bottom Line: **6.75**

South Park Chef's Luv Shack

Fart. Did you just laugh uncontrollably after reading that word? If you did, then Chef's Luv Shack may be for you, but probably not. Each game allows as many as four players to compete in up to eight rounds, each of which consists of two buzz-in question and answer sessions and a minigame. The questions aren't exactly Jeopardy-level, but what makes them even easier is the fact that if you buzz in early, you are still shown the entire question before you have to answer. The minigames are the best part of this game, but even they get tiresome after a couple times. Thus, the winner of every Luv Shack game will be the one with the quickest buzzer finger, and whoever has played the minigames before. Pity that person. I cannot fathom why Acclaim bothered to bring this game to Dreamcast other than to make a quick buck. But if you find that for \$20, you're still getting ripped off. Luv Shack is so boring it almost has me looking forward to the release of Mario Party 2...almost.

Dreamcast

by Jay, The Conzo Gamer

- Size: 1 GD-ROM
- Style: 1 to 4-Player Board/Action
- Special Features: Dirty Jokes From Little Kids; South Park Voice-Overs; Questions: 20 Minigames; Bonus Rounds; Bleeping
- Replay Value: Moderately Low
- Created by: Acclaim Studios Austin
- Available: Now for Dreamcast

Concept:	3
Graphics:	5
Sound:	5
Playability:	1
Entertainment:	2.5

Bottom Line: **3.5**

Armada

On the package, Armada is marketed as an Action-RPG, but this game is a shooter to the core. Choose from six different races with various craft attributes and head out into space to take out the Armada hordes and eventually unlock the secret behind this vile alien race. The gameplay is much like Sinistar, and your mission is to head out and take out baddies to gain credits and experience points. The credits can be used to buy upgrades for your craft, and the experience, in time, will enhance your craft. Yes, the game offers different missions from seek and destroy to delivery of goods to far-off space stations, but every mission will have you blasting or outrunning the hordes. This aspect is both what makes this game boring and somewhat therapeutic at the same time since blasting through the missions doesn't take much thought and is fun as you try to do different things. Overall the game isn't terribly deep, but it is kinda fun. Shooter fans will especially enjoy the multiplayer as you and your friends can take on the masses together.

Dreamcast

by Andy, The Game Hombre

- Size: 1 GD-ROM
- Style: 1 to 4-Player Shooter
- Special Features: 6 Races With Different Ship Attributes; Gain Experience To Improve Ship & Skills; Over 100 Different Enemies; 7 Starbases With Different Upgrades
- Replay Value: Moderately Low
- Created by: Metro3D
- Available: Now for Dreamcast

Concept:	6.5
Graphics:	6
Sound:	7
Playability:	6.75
Entertainment:	6.5

Bottom Line: **6.5**

Dreamcast

by Andy, The Game Numbie



Shadowman

- Size: 1 GD-ROM
- Style: 1-Player Action/Adventure
- Special Features: 20 Gigantic Environments; 2 Worlds (Living & Dead); Non Linear Story Development; Multiple Weapons; Voodoo; VMU Compatible
- Replay Value: Moderately Low
- Created by: Iguana for Acclaim
- Available: Now for Dreamcast

Concept:	7.5
Graphics:	7.5
Sound:	7.5
Playability:	6.5
Entertainment:	8

Bottom Line: 7.75

As far as adventures go, Shadowman is a dark and dreary one that will appeal to fans of the macabre. This port from the PC features some interesting new graphic and sound touches, but overall is rather disappointing in that Acclaim did little to utilize the power of the DC to improve the game's inherent shortcomings. The voice acting is still pretty poor (though every once in a while Shadowman pulls off a good line), and the numerous cutscenes will keep you playing. The gameplay is a tad annoying at times since the controls are somewhat clumsy, but in the end it delivers a worthwhile adventure that offers a unique experience. If you are old enough to enjoy this game's serious nature and over-the-top violence, then this may just be the game for you. You will find yourself annoyed by some of its less than impressive graphics, but the large environments and long quest will keep the gamer in your amused.



Dreamcast

by Matt, The Original Gamer



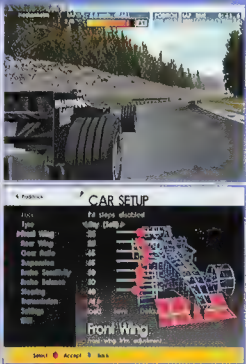
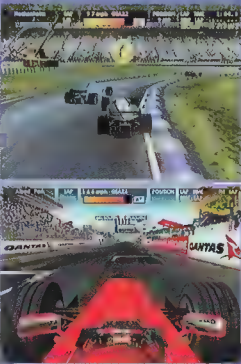
F1 World Grand Prix

- Size: 1 GD-ROM
- Style: 1 or 2-Player Racing
- Special Features: Single Race, Championship, Time Trial, & Match Race Modes; Accurate 1998 FIA Formula 1 Season Data, Cars, & Drivers; Acceleration & Braking Telemetry Readouts; Brake Assist; Realities
- Replay Value: Moderate
- Created by: Video System for Sega
- Available: Now for Dreamcast

Concept:	6.5
Graphics:	7.5
Sound:	6.5
Playability:	7
Entertainment:	6.5

Bottom Line: 7.25

In its short life span, the Dreamcast's racing game roster has already become as overcrowded as the beer line at a Molly Hatchet concert. Despite the sport's relatively low profile, this is the SECOND F1 racing title to be released for the DC (Monaco Grand Prix being the first). It's apparent that a lot of work went into making this game a realistic simulation of F1 racing. There are a myriad of actual F1 courses, drivers, and cars. You can adjust your car setup in nine different areas, from tyres (that's European for "tires") to gear ratio to brake sensitivity. Graphically, F1 Grand Prix is solid and runs smoothly, except in the slightly choppy first-person mode. Mario Kart junkies beware - this game is a hardcore simulation. The high level of difficulty will frustrate many, so unless you're a true F1 fan you might want to avoid this title. The inclusion of real drivers and tracks gives F1 Grand Prix a slight edge over Monaco Grand Prix, although it lacks Monaco's cool retro mode. Overall, a well-done racing title with a somewhat limited appeal.



Dreamcast

by Matt, The Original Gamer



Re-Volt

- Size: 1 GD-ROM
- Style: 1 to 4-Player Racing
- Special Features: Arcade, Championship, Time Trial, Track Editor, & Multiplayer Modes; New Tracks & Cars; 42 Different Cars; New Physics; Weapons; VMU & Jump Pack Compatible
- Replay Value: Moderately Low
- Created by: Acclaim Studios
- Available: Now for Dreamcast

Concept:	6
Graphics:	7.5
Sound:	7
Playability:	7
Entertainment:	5

Bottom Line: 5



Both the previous versions of Re-Volt were ugly - like a one-eyed, twelve-toed chick with a mustache and a botched nose job. On the Dreamcast, this game actually looks pretty good. The high resolution graphics run smoothly, with no pop-up whatsoever. Unfortunately, beauty comes from within, and this game is still ugly on the inside. The control can be charitably termed horrible, and the tracks would be boring if they weren't so frustrating. Ick.

Dreamcast

by Paul, The Game Professor



NFL Quarterback Club 2000

- Size: 1 GD-ROM
- Style: 1 to 4-Player Sports
- Special Features: Exhibition, Season, & Playoff Modes; Pin Point Passing; Commentary by Mike Patrick; Jump Pack & VMU Compatible
- Replay Value: Low
- Created by: Acclaim Sports
- Available: Now for Dreamcast

Concept:	6
Graphics:	7
Sound:	7
Playability:	1
Entertainment:	2.5

Bottom Line: 2.25



If you were unlucky enough to play the N64 version, you'll see that all the quirks and horrible gameplay are still present in the DC version. From the start of a game, you will notice that the introduction commentary is broken, the computer continually muffs running plays, and the AI is almost non-existent. The development of this title was clearly rushed, and Acclaim should be embarrassed about its poor quality. This game is disgusting.

Sonic Pocket Adventure



After only seconds of gameplay, tears of nostalgia slid down my cheeks and a wide Joker-esque smile stretched across my hideously deformed face. I was loving it. Sega's arrival on the Neo Geo handheld is a triumphant one that brings new life to this system and reunites gamers with one of the best side-scrollers ever made. From the digitized 'Say-Gah' voice in the introduction to the flawless gameplay mechanics, Sonic Pocket Adventure is a hedgehog fanatics dream come true. Sonic had a long run on Sega's Game Gear unit, but none of his pint-sized adventures have mimicked the Genesis versions as well as this one. Even the look of the game, while lacking in the extreme details, is right on the money. There's a little slowdown at times, but I didn't find it affected the play in any way. This is not just a port either. This is a brand new Sonic title with new challenges and plenty of new options. A classic in every regard, Sonic Pocket Adventure shouldn't be missed by those who enjoyed the 16-bit adventures.

Neo Geo Pocket Color

by Reiner, The Raging Gamer

- **Size:** 8 Megabit
- **Style:** 1-Player Action (2-Player Via Link)
- **Special Features:** 12 Levels (6 Zones); Play as Tails; Time Trial Mode; New Puzzle Piece Secrets; 3D Scrolling Bonus Rounds; Super Sonic; 2-Player Racing
- **Replay Value:** Moderately High
- **Created by:** Sega
- **Available:** Now for Neo Geo Pocket Color

Concept:	8.25
Graphics:	9
Sound:	8.5
Playability:	9
Entertainment:	8.25

Bottom Line: 8.5

SNK Vs. Capcom: Card Fighters' Clash



There are two versions of this game available: SNK and Capcom. Both are essentially the same game, but with different starter decks. The goal is to wander from place to place, challenging people to card games to earn new cards, and winning coins that will allow you entry into the ultimate Card Clash Tournament. Gameplay mostly revolves around setting up a good selection of characters and attacking at the right times to lower your opponent's hit points. Certain characters have special abilities to use, and there are also Action Cards that can turn a topside game around. Card Fighters' Clash is a touch simpler than the Pokémon Card Game, but addicting nonetheless. It takes a lot of trial-and-error learning to use your cards effectively since you can't check characters' abilities while they're in your hand, but I guess this separates the experts from the novices. Card Fighters' Clash can also be used in the upcoming SNK vs. Capcom: Match of the Millennium to unlock new moves. If you're sick of all the Pokémon card playing nerds, check this one (or two) out.

Neo Geo Pocket Color

by Jay, The Conzo Gamer

- **Size:** 8 Megabit
- **Style:** 1 or 2-Player Puzzle/RPG
- **Special Features:** 300 Cards; Customizable & Save 5 Decks; Overworld Exploration; Link Cable Allows Head-To-Head Matches & Trading; Compatible With Upcoming SNK Vs. Capcom Match of the Millennium
- **Replay Value:** Moderately High
- **Created by:** SNK/Capcom
- **Available:** Now for Neo Geo Pocket Color

Concept:	7.75
Graphics:	8.25
Sound:	7.75
Playability:	8.5
Entertainment:	8

Bottom Line: 8

Toy Story 2



Growing up, my family never had the money to buy me toys. My favorite childhood playthings were the Mudball and Whiskers the Dead Cat. I guess that's why I resented the first Toy Story. Now I have proof that the developers of this game, like myself, must secretly hold a grudge against the Toy Story franchise. Strip away the Toy Story characters from this game and you will reveal nothing more than another subpar platformer. Graphics - okay. Control - frustrating. Originality - zilch. A game that puts the lack in lackluster.

Game Boy Color

by Matt, The Original Gamer

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Characters From the Movies; Password Save; 11 Levels including 2 Bonus Stages; Items; Power-Ups; Jet Pack Flying; Collect Coins
- **Replay Value:** Moderately High
- **Created by:** Tiertex Design Studios for THQ & Disney Interactive
- **Available:** Now for Game Boy Color

Concept:	7.5
Graphics:	7
Sound:	7
Playability:	7
Entertainment:	8

Bottom Line: 5.25

Bass Masters Classic



Bass Masters Classic is about as well done as a fishing game could be on Game Boy. There are plenty of lures and variable conditions to make finding the lunkers a thinking man's game, but once you find that sweet spot, the fish practically jump into your boat. The fact that grabbing the fish once you reel it in is harder than catching them in the first place is the game's biggest turn-off.

Game Boy Color

by Jay, The Conzo Gamer

- **Size:** 4 Megabit
- **Style:** 1-Player Sports
- **Special Features:** Full Bass Masters Classic Tournament; 28 Lures; 6 Fishers; Many Environments; Variable Weather Conditions; Strange Fish-Grabbing Gameplay
- **Replay Value:** Moderate
- **Created by:** Natsume for THQ
- **Available:** Now for Game Boy Color

Concept:	7.75
Graphics:	7.25
Sound:	7
Playability:	8.75
Entertainment:	7

Bottom Line: 7.25

ALL-STAR BASEBALL 2001 - NINTENDO 64

CREATED BY: ACCLAIM ENTERTAINMENT
AVAILABLE: APRIL

Last year, competition between All-Star Baseball 2000 and its rival, Ken Griffey Jr.'s Slugfest, got as heated as a Pete Rose/Jim Gray interview. Like Charlie Hustle, Acclaim is betting a serious chunk of change that they can make ASB the dominant N64 baseball title. Take a glance at the last millennium of baseball by playing the new Hall of Fame Team, or urinate on the age-old tradition of the sport with a new and improved Arcade mode.



ROMANCE OF THE THREE KINGDOMS VI

- PLAYSTATION

CREATED BY: KOEI
AVAILABLE: FEBRUARY

Romance of the Three Kingdoms is a game that sharply divides console gamers into two factions — those who will forgo food and sleep to save China, and those who could give a rat's heinie. The sixth in the series still uses the heavily menu-driven, turn-based formula, but adds more scenarios, more unit types, new tactics, and an easier "hands-off" battle interface option. If nothing else, many will want to rent it just to see the exclusive PS-2 Kessen preview footage that will be burned onto the disk.



RIDGE RACER V - PLAYSTATION2

CREATED BY: NAMCO
AVAILABLE: MARCH 4 IN JAPAN (U.S. RELEASE PENDING)

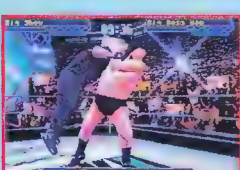
Ridge Racer V will join Gran Turismo 2000 at the starting line for the PlayStation2 launch in Japan. Ridge Racer may be considered the underdog against Sony's GT, but as you can see from the screenshots, this game has the look it needs to compete. Let's see if the gameplay and depth are up to par as well. Graphical effects include shimmering heat waves, sparks flying off rubbing car bodies, smoke from hard turns, and the curvaceous figure of the new racing girl. Her name is Ai and she's filling the shoes of the PlayStation Ridge Racer beauty, Reiko Nagase.



SMACKDOWN - PLAYSTATION

CREATED BY: YUKE'S FOR THQ
AVAILABLE: MARCH FOR PLAYSTATION

THQ is already raking in the cash with WrestleMania 2000 for N64, and now it's teamed with Yuke's to repeat the magic on PS-X with Smackdown. The game will use the very fast and very well-liked Toukon Retsuden engine. With over 35 WWF Superstars, match stipulations up the candy ass, a wrestler create, and pay-per-view edit, Smackdown is looking like the new heavyweight champ in the PlayStation ring.



THE MISADVENTURES OF TRON BONNE -

PLAYSTATION
CREATED BY: CAPCOM
AVAILABLE: FEBRUARY

Capcom's newest addition to the Mega Man legacy, The Misadventures of Tron Bonne, has players control Tron and her Gaselsschaft mecha as they try to steal enough money to free her father and brother. Assisted by six cute-as-the-dickens Servbots, Tron wanders from town to town, stealing zenny and blasting opponents



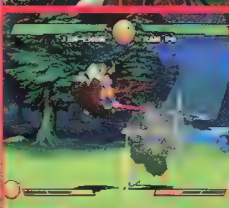
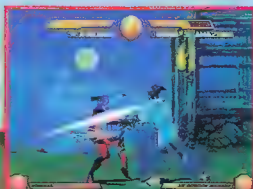
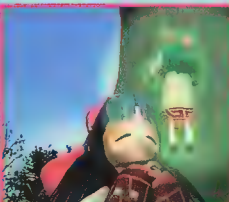
down. It's kind of like the movie Wisdom, but with a giant robot instead of Emilio Estevez and little LEGO men instead of Demi Moore.



SAMURAI SHODOWN: WARRIORS

RAGE - PLAYSTATION
CREATED BY: SNK
AVAILABLE: FEBRUARY

Traditionally playing second fiddle to the Street Fighter series, Samurai Shodown has always provided its fans with a bloodier version of traditional 2D fighting. Many of your favorite characters from past Samurai



Shodowns are present and accounted for, but there are a few new fighters, including some raver kid with goggles and a big hammer. Battle, Vs., and an expanded Story mode should have fighting freaks committing Han Kan if they can't get their hands on a copy.

STREET SK8ER 2 - PLAYSTATION

CREATED BY: MICRO CABIN FOR ELECTRONIC ARTS
AVAILABLE: MARCH

With the success of Tony Hawk, the whole industry smells money in skateboarding games. Ironically, it was just a year ago that the only thing we were smelling was the horrible stench created by the first Street Sk8er, a festering duke of a dud that was left floating in the toilet bowl by EA. Perhaps inspired by the magicians at Neversoft, Micro Cabin is now trying to turn this wretched franchise around. There will be 10 skaters, 30 skateboards (including the new Powell models), and two control difficulty levels. The Park-Create mode - a boarding game first - will allow you to design a skatepark of your very own.



MARVEL VS. CAPCOM - PLAYSTATION

CREATED BY: CAPCOM
AVAILABLE: LATE JANUARY

The Dreamcast version of Marvel Vs. Capcom is already taking over the multiverse faster than Galactus passes asteroids, and the PlayStation version looks to add fuel to the fire. All the characters and



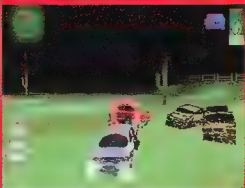
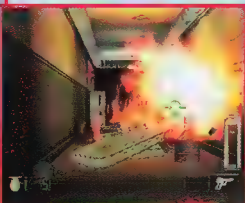
modes are here, but due to the PS-X's limited memory, players can't tag in a third and fourth character unless both teams are the same. Naturally, the resolution is also a bit lower, and there is slowdown when facing bosses. Excelsior!

DIE HARD TRILOGY 2 - PLAYSTATION

CREATED BY: N SPACE FOR FOX INTERACTIVE
AVAILABLE: MARCH



Many games have attempted to be all things to all people, and have ended up being nothing to anybody (Tomorrow Never Dies comes to mind). Die Hard Trilogy 2 combines the separate games from its predecessor—driving, shooting, and action—into one machismo magnum opus. At this point, the driving sections pale in comparison to the excellent gat-poppin' and third-person action levels. Hopefully these problems will be remedied by the final cut, resulting in another blockbuster hit.



FEAR EFFECT - PLAYSTATION

CREATED BY: KRONOS FOR EIDOS
AVAILABLE: FEBRUARY

Eidos has already turned a buxom babe named Lara and a jawless malcontent named Raziel into video game icons, now they are attempting to do the same for Hana Tsu-Vachel, the leading lady of Fear Effect. This huge title is reminiscent of the Resident Evil series, with similar control, inventory management, and pre-rendered background. Fear Effect manages to distinguish itself from the pack with a unique targeting system and an anime-influenced look.



SUPERBIKE 2000 - PLAYSTATION

CREATED BY: MILESTONE FOR ELECTRONIC ARTS
AVAILABLE: QUARTER 1

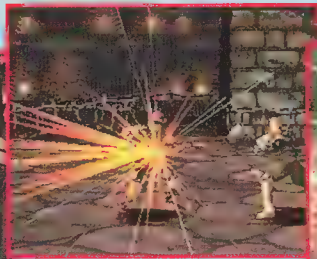
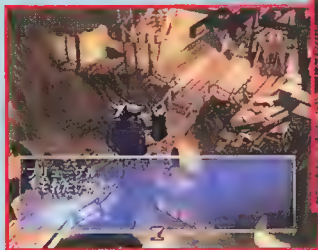
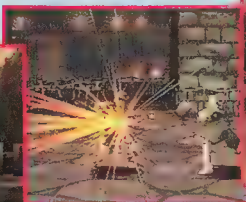
Hell bent for leather? Then strap on your racing chaps and hop on that crotch rocket. Although we here at GI have long been critical of motorcycle racing games, Superbike 2000 might just be the game that makes us fall humbly to our knees and lick a red-hot tailpipe in penance. SB 2000 features new TV-style presentation, 13 circuits, updated 1999 Superbike season data, and 20 riders. The control has been tweaked to ensure that burnin' rubber will be an easier experience.



THE LEGEND OF DRAGON - PLAYSTATION

CREATED BY: SONY COMPUTER ENTERTAINMENT INC.
AVAILABLE: NOW IN JAPAN (U.S. RELEASE PENDING)

Sony's much touted Legend of Dragon seems like an awkward but promising date – the situation is encouraging but the conversation is a little slow going. The thing is, you know there is something deep down in there somewhere, and you're hoping that that something is worth sticking around for. Covering four discs with its Final Fantasy-simulating play, Legend of Dragon could be a beautiful bunch of goodies for RPGers, or it could be one disc too many. Although no immediate U.S. release is known, everyone should take a gander at this sprawling RPG any way they can. Will going all the way with this game be worth waiting for the phone call?



NBA SHOOTOUT 2000 - PLAYSTATION

CREATED BY: 989 STUDIOS
AVAILABLE: TBA

ShootOut, after turning up M.I.A last year, has been delayed again this season. This leaves us wondering if anyone will care if it comes out at all, given that the excellent Sega NBA 2K and NBA Live 2000 will have been out for a few months by the time ShootOut 2000 is released. Nonetheless, 989 has made some defensive AI improvements and included the new Touch Shooting meter that debuted in Final Four 2000 to ensure that the patient will be rewarded.



BATTLE TANX: GLOBAL ASSAULT -

PLAYSTATION

CREATED BY: THE 3DO COMPANY
AVAILABLE: UNKNOWN

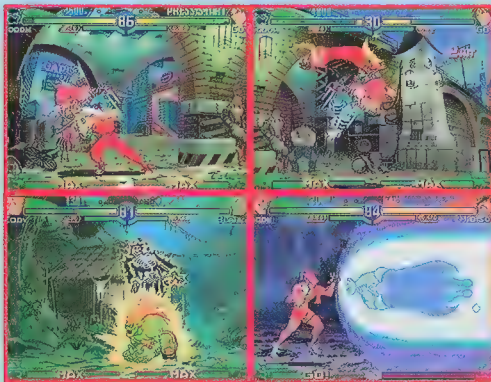
If your fondest memories of tanks are from that wacky Richard Pryor movie, you are advised to check out the PlayStation version of Battle Tanx: Global Assault. Heavy metal-spelling of the word "tanks" aside, we can't argue with the simply explosive pleasures that this game provides. It may even erase the black eye given to PS-X tank games by Tiny Tank: Up Your Arsenal. There are Campaign and Deathmatch play modes, three playable tanks (with more to unlock), and seven different cities to lay waste to.



STREET FIGHTER ALPHA 3 - DREAMCAST

CREATED BY: CAPCOM
AVAILABLE: JANUARY

Fighting fans have been toaming at the mouth waiting for this monster 2D fighter to be realized in all its glory on the Dreamcast. SFA3 actually manages to improve on the arcade version with three-player support and an improved World Tour mode. Capcom hopes to release this game in January, but it will be delayed if Capcom cannot implement first-level Internet support, like downloadable characters and high-score posting, by the release date.



ELEMENTAL GIMMICK GEAR - DREAMCAST

CREATED BY: HUDSON SOFT FOR VITAL
AVAILABLE: NOW

We weren't able to get our hands on this game in time for a review, which is too bad since it looks pretty dang interesting. EGG is a sci-fi RPG that combines traditional overhead 2D dungeon exploring with a 3D fighting game combat engine. Similar amalgamations have fallen on their faces in the past, but there's something about EGG that makes it look like someone finally got it right.

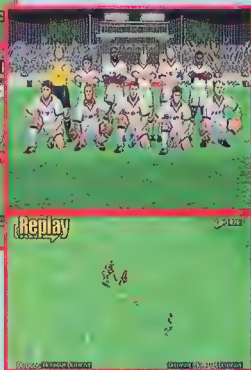


VIRTUA STRIKER - DREAMCAST

CREATED BY: SEGA
AVAILABLE: SPRING



The Dreamcast is fast becoming the console of choice for sports fans, and Sega hopes that Virtua Striker will revitalize video soccer the way NFL 2K and NBA 2K did their respective sports. To help achieve this, um, goal, the developers have included 32 international teams with authentic uniforms, six arenas, international Cup matches, and a unique

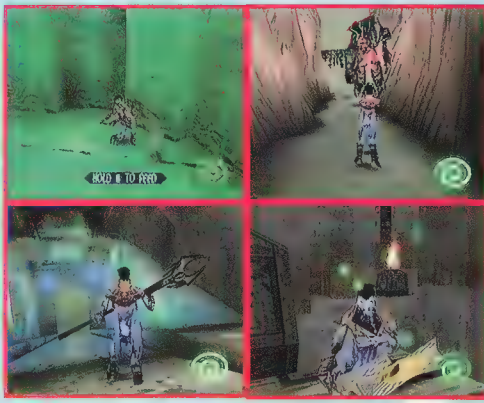


formation selection system. The game also runs in "Virtual Time," which means that 24 hours, from morning to night, can elapse in two real-time hours.

LEGACY OF KAIN: SOUL REAVER - DREAMCAST

CREATED BY: CRYSTAL DYNAMICS FOR EIDOS
INTERACTIVE
AVAILABLE: LATE FEBRUARY

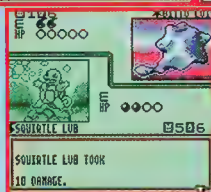
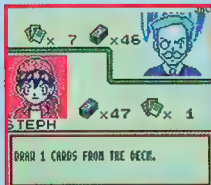
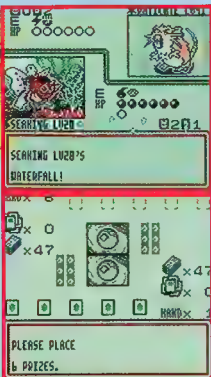
Offering a mix of Tomb Raider-esque gameplay, that crazy dialogue that made the first game famous, and grisly vampire-slaying action, Soul Reaver looked like it could have been in the running for the best game of the year. Unfortunately, the development team ran out of time and space and left us with one of the lamest endings since Karnov. "To Be Continued" and some pretty art work will make a lot of people feel ripped off, but overall the game is still a blast to play. Soul Reaver will be getting an attractive facelift on the Dreamcast with a hefty 60 fps framerate compared to the previous game's 25, but the action looks to be pretty much identical.



POKÉMON TRADING CARD GAME - GAME BOY COLOR

CREATED BY: NINTENDO
AVAILABLE: FEBRUARY 7

A video version of the Wizards of the Coast trading card game that has taken America's elementary schoolyards by storm, Pokémon Trading Card Game will have kiddies overdosing on Pokéfun and parents overdriving their checking accounts. The game is played exactly like the original card game, with a few GBC-exclusive cards (raising the total number of cards to 226) and eight different medals to win by defeating the Club Masters. The most interesting feature is Card Pop, which allows you to create a new card with your friend by connecting via the GBC's infrared port. You can only mate with a friend's cartridge once, then it's off to the next person to breed another card.



RAYMAN - GAME BOY COLOR

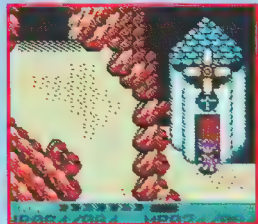
CREATED BY: UBI SOFT
AVAILABLE: MARCH

Rayman is a legend in his homeland of France, as revered as Charles De Gaulle, Jerry Lewis, and body odor. Perhaps this is why Ubi Soft's Rayman titles show a sense of pride and craftsmanship that its other titles can't match. Rayman for the Game Boy Color will be no exception. Excellent old-school 2D platforming, fluid animation, and a whimsical flair that could come only from that nation of green amphibians across the pond combine to make this one of the most promising GBC titles in recent memory.



CRYSTALS - GAME BOY COLOR

CREATED BY: SNK FOR NINTENDO
AVAILABLE: MARCH

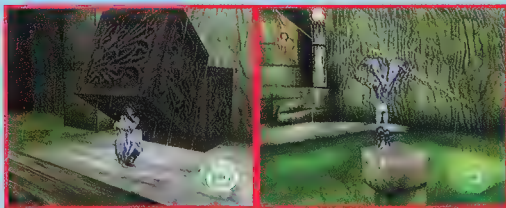


Revitalizing the classics on Game Boy Color has become the mod thing to do these days, and Nintendo continues to pull out some gems. While Crystals may not have held the test of time as well as Zelda, it is still a good game; a solid, old school RPG from the days of NES. If you missed this one way back when, definitely get ready for an adventure with sword in hand and magic on your hip.

EVEL KNIEVEL - GAME BOY COLOR

CREATED BY: ROCK STAR GAMES
AVAILABLE: NOW

The back of the box promises a host of "death-defying feats that ordinary men only dream of." Stealing the school bully's Pokémon cards? Snapping a paparazzi picture of Sean Penn? Getting in a fender bender with Mike Tyson? Something tells us that it will likely involve jumping a motorcycle over school buses and through flaming hoops. Experience what it was like to be a living god in the seventies.



GI PC

WHERE DOS & WINDOWS COLLIDE - WHERE DOS & WINDOWS COLLIDE -

8.75 Ultima IX: Ascension - Origin



Yes Virginia, It Is a Real Ultima

To hear all of this, you'd think Lord British (A.K.A. Richard Garriot) had completely abandoned his series and put it in the hands of someone who wanted to create another uninspired Tomb Raider cop out. This couldn't be farther from the truth. If anything, Garriot has made his system of virtue an even bigger focus in this game than any of the more recent titles. After several hours of playing, I have yet to come across a quest or side quest that was simply a matter of solving an amoral puzzle.

Instead, the game's focus is on playing a hero. When you're traveling by a farm house and hear a young boy screaming for help, a sense of urgency actually grips you. After saving him from a burning barn, he tells you that some bandits killed his father and stole away with his mother. There is nothing to do but drop everything and go after the vile brigands. You almost get pissed.

This is also the first Ultima game that actually makes good on the real-time experience. You will frequently be required to think and act quickly in order to save a fellow dungeon crawler in a trap or escape certain doom. By forcing the player into more realistic situations, Ultima IX brings about a heightened sense of urgency even in situations where you have all the time in the world.

Origin's Legacy of Pain

Ultima IX does suffer from a few problems though, the biggest one being that Origin has once again bitten off more than the average user can chew. While

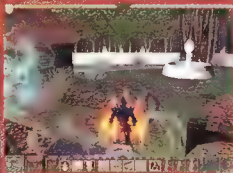
Ultima IX will play on a relatively low-end machine, you will have to cut down on resolution, viewing distance, and a great deal of the game's attractive detail. I tried playing the game at lower settings but it was simply too crappy to bear.

Even on a 450 MHz machine, we had to play the game slightly toned down and it was still a choppy experience. If you don't have the latest and greatest of machines with a recent graphics accelerator card, you may not be completely satisfied with how the game performs. Despite the occasional lags and skipped frames the world is still drop-dead gorgeous and a pleasure to explore.

I also ran into the occasional bug that should have been spotted by a playtester. In one case, I found myself being blamed for slaying a mind-controlling friend when I had actually spared his life. As far as the game was concerned, however, he was dead, and there was nothing I could do about it. In a game that punishes you for lacking compassion, that's an irritating bug to contend with. Guess we'll have to wait for that first patch.

Combat

Combat isn't anything to really rave about, but it serves its purpose. You can use a lot of cheap tricks on most enemies like strafing away from their weapon hand and slashing at the same time, or just learning their patterns and hacking and backing up at the proper moments. The only real danger from lesser enemies is getting outnumbered. What makes combat fun, however, is the wide variety of weapons and armor to be bought, found, and exploited. Spells also add a lot of flare to the experience, with impressive lighting effects, and deadly results.



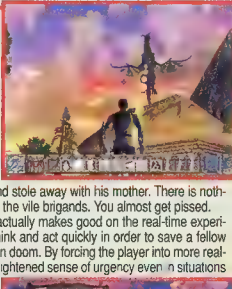
Talking to People

Every character in the game has a voice. Stock characters like guards and Joe Schmoe peasants will all answer with the same voice and stock lines when clicked on, but the immense number of people that you can actually talk to interactively is

Back on Track for the Final Episode?

Long-time Ultima fans and Origin have had a pretty rocky relationship over the last few years. Some people got grumpy about Ultima VII's awkward real-time combat engine. Many more were peeved by Ultima VIII's lack of party members and incompatibility with lower-end machines. Even more people were so mad at the bugs in Ultima Online that they actually attempted to sue Origin for not providing the real deal.

Because of this, a lot of the old school Ultima loyalists have been casting a wary eye at this latest and last installment of the series. At first glance, Ultima IX appears to have completely abandoned what made the older games great. They made the game fully 3D, rather than sticking with the traditional bird's-eye view. There is no party system. You can't do random, inane things just for the heck of it since the game tends to let you know when you're picked up something worthwhile by not allowing you to stash it in your backpack.



impressive. Characters can also be heard talking amongst themselves, having arguments, or delivering speeches to a crowd without your input. And yes, the Guardian continues to laugh in your mind's ear, and offer taunts and jibes throughout the quest.

The World

The entire world of Ultima IX is beautiful and chock full of detail. The game features a real-time day/night cycle and changing weather patterns. Whether you're on or off the beaten path, exploring a new town, or hacking through a well-balanced

meal of puzzles, monsters, and hidden areas in one of the game's dungeons, you never feel like you've seen that same background one too many times.

Bottom Line

There's no doubt about it. This is a real Ultima game, a game worthy of ending the series. If you can't get over the fact that you can't bake bread or take up a merchant's life just for the heck of it, you may find Ultima IX to be a little disappointing. But as far as I'm concerned this is one of the best role-playing games to hit the PC this year.

- PC Quickies -

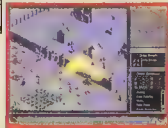
Who Wants To Be a Millionaire? - Disney Interactive - 5.25

Jellyvision, the same people responsible for You Don't Know Jack, created this game, which they seem to have crapped out as quickly as possible in order to get back to what they do best. Play Jack if you want a fun trivia game.



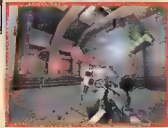
Age of Wonders - Gathering of Developers - 7.75

I love mixing fantasy with turn-based strategy, but I just wasn't having that much fun with this one. I just kept thinking of all the things I wanted to be able to do rather than enjoy what was there. The level designer was probably my favorite feature of the game.



Unreal Tournament - GT Interactive - 9.5

This game is beautiful, armed to the teeth with righteously cool weapons, and offers a ton of entertaining modes and multiplayer mayhem. Even the arena combat, single-player mode kicked butt. You may want more than just a 56K modem for online gaming, however.



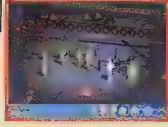
Nocturne - Gathering of Developers - 6.25

Hokey voice acting, lame sound effects, awkward control, and horrific use of camera angles cut down what could have been a very cool Resident Evil style game. Despite all these flaws, I got some enjoyment out of the concept, but I don't need to finish it.



Scoby Doo: Mystery of the Fun Park Phantom - South Peak Interactive - 4.25

This "computer game" should have been a board game. Even then, I still wouldn't like the random luck factor of it. All you do is wander around the fun park looking for items that are supposed to represent clues. You can follow Shag and Scooby that way. I won't.





By Matt, The Original Gamer

I am forced to come off the bench in the fourth quarter, in a heroic effort to fill the open-toed, high-heeled shoes of my fallen compatriot, the Arcade Assassin. As many of you know, Beaux has a robotic titanium hand, much like the one that Luke Skywalker used, that grants him superhuman powers of gaming. Sadly, he was recently mugged by a group of thugs who stole his hand to use its parts for their miniature radio-controlled lowriders.

PREVIEW



Offroad Thunder

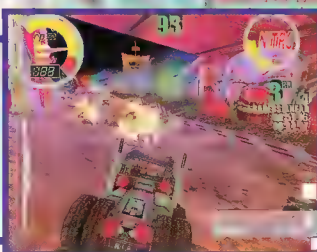
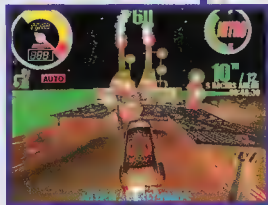
Architecture: N/A
Style: 1-Player Racing
Special Features: Multiple Vehicles & Tracks; Mirrored Track Mode; 3 Gameplay Modes; 3-Speed Manual; Transmission
Created by: Midway
Available: January

Normally I despise 4x4 vehicles. I deride road-hogging SUV drivers who compensate for their tiny little cranks shafts by buying gas-guzzlers with big engines and huge tires. However, in the case of Offroad Thunder, I have managed to overcome my prejudice against these mechanized behemoths. Fast action, crazy tracks; this hectic racer's has all the hallmarks of a coin-op classic. Talk about mudflaps - this game's got 'em!

Midway's HydroThunder was one of the best arcade titles of the past few years. HydroThunder's hyperspeed nitro action, coupled with the cabinet's earsplitting sound system made the game a quarter-gobbling racing sensation. Now Midway is looking to duplicate the magic with Offroad Thunder, which takes its predecessor's over-the-top gameplay out of the swamp and sends it right up the dirt road. Offroad Thunder runs on an optimized version of the board that HydroThunder used, and will be a sit-down arcade unit.

Offroad Thunder features eight tracks, many of which must be unlocked through gameplay. There are nine trucks to choose from, as well as secret trucks like the Wildcat and the Dust Devil, which are available to only the most accomplished rig jockeys. Like in HydroThunder, the tracks are littered with shortcuts, secret paths, and Nitro Shock power-ups, which you must use frequently if you want to win. Once you've mastered all the tracks, the Mirrored Tracks mode allows you to become a switch-hitter by reversing all the tracks for an added challenge.

Offroad Thunder includes a few key additions that should ensure that it will be one of the hottest arcade units of the year. The transmission is now a three-speed manual, which allows skilled gear-jammers to get a jump on the pack with savvy shifting. Two new game modes have been included, supplementing the traditional Rally racing with Snag the Flag and Demolition modes. Given Midway's history, we wouldn't be surprised to see this sure-fire hit make its way to a home console in the near future.



CRAZY TAXI™

THE MOVES

Since the bulk of this Play to Perfection deals with specific maneuvers, we'll start off with a description and some pointers on all of the moves in the game. Of the five, Crazy Dash, Crazy Drift, and the Reverse/Brake are the most important.

CRAZY DASH

The Crazy Dash will give your vehicle a sudden burst of speed. To activate this move, you need to press and hold the Forward gear button (B), then follow up quickly with the accelerator. The two almost need to be pressed simultaneously.

After you hit the first Crazy Dash, you can follow up with a series of three more to get some insane speed going by letting go of the accelerator, hitting the Reverse gear button (A) and then repeating the first step of hitting and holding (B) and then hitting accelerator button again. Let go of the accelerator again and repeat the process to get two more boosts. The timing on the follow up boosts can be tricky and activating the second one too quickly can cause your car hop up into the air, slowing you down. Although if you do it quickly enough, you will actually get enough air to pull off a double combo Crazy Jump. Triple and quadruple Crazy Dashes are best reserved for long straight-aways like the hill you drive down shortly after the top Cable Car Stop.



If you've recently executed a Crazy Dash, you will have to wait a moment

before you can do a Crazy Drift. It's best to time them carefully when approaching intersections and other areas where you may need to make a sharp turn.

CRAZY DRIFT

This is the powerslide maneuver of the game and it is an essential time saver and tip maker. To do a Crazy Drift, you must be moving at a reasonable pace and not be in the middle of a Crazy Dash. The official move is hitting Reverse (A), turning in the desired direction, and then hitting Forward (B). Our foolproof method is to simply turn and then slide a thumb across the (B) and (A) keys in that order. Crazy Drifts are great for taking sharp turns, especially if you follow up with a Crazy Dash once the car has stopped bouncing around. Be warned though, pulling too sharp a turn will cause your car to bounce its front wheels off the ground making it difficult to control.



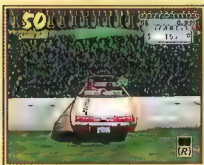
The Crazy Drift has a lot of different applications. If you're stopped and you want to turn the car around quickly, jam the accelerator and then execute a Crazy Drift. This standing Crazy Drift will allow you to turn on a dime without having to waste time doing a three-point turn.

By braking hard for a second and then hitting a Crazy Drift you can slide into walls and objects located within drop-off and pick-up zones allowing you to stop quickly and be facing in the proper direction for your next destination.

By letting off on the accelerator as you perform a Crazy Drift, you can get the car to slide laterally for a good long distance. This will earn you a ton of tips, particularly with B.D. Joe, provided you don't bump into anything right away.

REVERSE/BRAKE

This one isn't too complicated. Simply hit the reverse button while braking to stop more quickly. This move is crucial for not overshooting your customers or drop-off points with no barriers for you to conveniently slide into.



CRAZY DASH REVERSE

This move is primarily useful for when you screw up and slam into a wall head first. Execute a single Crazy Dash and then quickly hit the Reverse button (B) while holding down the accelerator. The car will get a sudden but short boosted reverse. Generally, it's better to avoid screwing up and stick with braking Crazy Drifts than to have to resort to this move.

CRAZY DRIFT REVERSE

This move will allow you to do a 180 degree Crazy Drift followed up by an immediate reverse drive. Just do the same thing you would do to pull off a Crazy Drift but hit the Forward gear first and then the Back gear while turning. We found this one to be the most dubious of the moves as it tends to need a lot of clearance and the camera angle changes to a side view for a brief moment, which is just long enough for you to miss your mark. It might be useful for some of the mini-games if you perfect it, but we found it to be too awkward.

TIPS AND POINTERS ON THE ARCADE RULES GAME

With so many customers who choose different location and other ones that even change color on you, it's impossible to suggest the perfect route for the game, but we did learn a thing or two in our quest to achieve the mighty Crazy license.

THE LICENSES

In order to see a character ending in arcade mode you will need to get a class S license which requires that you earn at least \$5,000 before the gig is up. There are two more licenses beyond the class S. The Awesome license requires \$10,000 and the incredible Crazy license requires you to earn \$20,000. On a humble note, we have yet to have achieved the Crazy, but do believe that it unlocks something good.

CUSTOMERS & PRIORITIES

You can learn a lot by examining a customer's pick-up zone. If the circle is large, the route to the location they want you to take them to is relatively direct. The color of the circle determines the distance and how



much money the initial fare is. In order of closest to farthest locations, the colors are Red, Orange, Yellow, Yellowish Green, and Green.

In our experience, sometimes the best way to pick up some extra time is to focus on customers who are yellow and below. When you get really good, it's possible to get the long-range customers to their locations without losing time, but for the less skilled player, a lot of mishaps can happen along the way. To get our first S-license, we focused on yellow customers when convenient and then tried tackling a couple greens after the post drop-off clock started dropping below 35.

WATCHING THE CLOCK

The only time that matters is how much you have left in your personal timer after you've dropped a customer off. If it starts to drop below 50, you'll want to do everything you can to get it back up. Skilled players of the arcade version of the game have actually managed to pick up 400-500 seconds on the timer, but this takes a lot of practice. Don't expect to pull off an Awesome or Crazy license until you get

good enough to actually build up your clock past 100 to 150 seconds.

THE TIME BONUSES

Making a speedy delivery is crucial to staying in the game. Getting the Speedy rating will get you five more seconds, Normal gets you two, and slow nets you nothing but the cash you earned. Sometimes it's helpful to hit a series of shorter range customers just to build your time up, so you can pick up the yellow/green and green customers to make more cash later. Don't knock the five second bonus. It's a lot of time in this game. You also earn

more cash for the number of seconds left on the customer's timer so don't waste too much time trying to make tip money when you're pretty sure you can still score a Speedy rating.

EARNING THE TIP MONEY

Remember, if you're not crazy, you don't get the good tips. The shortcuts



we listed in the S-S mini-game section below are great time savers but a lot of them keep you out of traffic. If you're good enough to risk it and you have time to spare, stay on the road to make more tip money.

Tips can be made by catching major air (the Crazy Jump), passing extremely close to cars (the Crazy Through), or making hard turns with the Crazy Drift. The more stunts you pull off without hitting cars or slamming into other objects or buildings head on, the more cash you get for each trick as the combo meter builds up. When you do hit something you get to keep the cash if you drop the customer off in time but the meter returns to zero and you're back to making pocket change again.

You make more money off of a Crazy Through depending on how fast you're going when you pass a car and their relative speed compared to you. Thus, driving with traffic nets the least tips while driving close to a parked car will get you a little more, and recklessly driving through head-on traffic earns you the most. Jumping over head-on traffic seems to make a difference in your Crazy Jump tips as well.

To make the most of your Crazy Drifts, try sliding early into drop-off zones. The longer you slide the more combo points you get. It also pays to slide early into sharp turns if you're going fast enough. Drifts can make you a lot of cash when you get the hang of them.



THE MINI-GAMES

Before tackling the daunting task of acquiring the class S or higher licenses in the arcade rules, we highly recommend mastering the mini-games as they will force you to learn precision driving that you never thought possible. Besides, winning them all gets you the bicycle.

1-1 CRAZY JUMP

Driver of Choice: B.D. Joe



This is more of an educational mission than anything else. All you have to do to pull this one off is simply execute a double Crazy Dash towards the end of the track. We like B.D. Joe for this one because of he has the top speed. For a major overkill try hitting a double Crazy Dash at the beginning of the track and then finish a quadruple right before the end of it.

1-2 CRAZY FLAG

Driver of Choice: B.D. Joe



You start this mini-game off facing away from the flag. Simply jam on the Accelerator and execute a Crazy Drift to the left. This should turn you around in place for a little bit. You may find that the car will stop turning for a second. Just keep on accelerating while turning to the left the car will turn a little bit more. Jam out a couple double Crazy Dashes to get rolling towards that flag. We've finished it with plenty of time using this method. B.D. Joe has the fastest drift.

1-3 CRAZY BALLOONS

Driver of Choice: Gena



You shouldn't have too much trouble on this one. Just try to line up multiple balloons so you can take out several without having to search for them. Use the Crazy Drift to position yourself quickly, but don't attempt to use it to roadside balloons as this will merely knock them around and waste time. Some balloons are packed together in groups of three. Try to approach the clustered balloons so that you can pop two at once with the front right and left corners of your car. The pop will send the third balloon moving away from

you in a straight line. Chase it down, tag it and pull a Crazy Drift to get another group of balloons in your sights.

2-1 CRAZY DRIFT

Driver of Choice: B.D. Joe



This mini-game has B.D. Joe written all over it. Kick off with a double Crazy Dash and start sliding. For maximum effect, try to keep the car sliding sideways as long as possible. This will get you a ton of combo points. Don't worry too much about hitting the walls head on as this will not interrupt the combo.

2-2 CRAZY TURN

Driver of Choice: Gena



This is a pretty tough one. Gena works pretty well as she tends to stick to the road a lot better than the other cab drivers. Start off with a Crazy Dash, but don't double it as this will get your car moving too fast to pull a tight turn. As you're about to pass the pylons jam the breaks for half a second and then let go to slow down a little, start turning, and pull the Crazy Drift. The real trick to this mini-game is finishing it properly. After your final U-turn you will start driving down a ramp. Get on the left side of it and make tight Crazy Drift turn to the right once you're clear of the fence about half-way down. The goal is to slide off of the ramp with your car facing in the direction you were just coming from. This will land you right in front of the finishing area. Crazy Dash towards the finishing area and then switch into reverse and brake in order to stop quickly.

2-3 CRAZY BOUND

Driver of Choice: Gena



Just execute Crazy Drifts in the directions that the arrows on the ramps indicate to complete this level. You will



want try and get your car turned 90 degrees for each jump. Don't use Crazy Dash except to start moving and on the final ramp (it has a straight arrow). Simply hit reverse and brake when you start to get close to the finishing zone.

3-1 CRAZY RUSH

Driver of Choice: Axel



This level is pretty much a test of your skills up to this point. Our method was to start with a Crazy Dash and make a quick beeline for the farthest of the five customers, pull a reverse and brake to stop right next to him. The second he hops in, Crazy Dash forward. Aim your cab towards the right of the drop-off area; hit the brakes as you approach, and pull a hard Crazy Drift while holding the brakes. If all goes well, you should pull something close to a 180 and be sitting in the drop-off zone. Crazy Dash forward when the customer gets out and go for the customer on the far right. Keep on repeating the process. On the last customer, be ready to make a stand-still drift by hitting the accelerator and Crazy Drifting in the desired direction.

Be patient with this one. It took us a while to hang of it.

3-2 CRAZY JAM

Driver of Choice: Axel

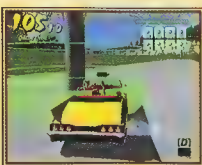


This level is a test of your driving finesse and your ability to pull a Crazy Drift and stopping on a dime next to a customer in such a way that you are facing towards the next destination.

Race towards the first destination with a double Crazy Drift, hit the brakes when you get close to the drop-off zone, and pull a Hard Crazy Drift to the right. If you pull it off correctly, you will slide right next to the next customer and be facing towards the right. Again, this takes practice. Crazy Dash your way forward and eventually you will see a drop-off zone to the left side of the road. You will need to cross through head-on traffic in order to get to this zone. If you made good time, don't worry about the drift. Just point yourself towards the next customer and use the reverse/brake to stop right next to him. Turn left a little bit and punch a double Crazy Dash to blast through two intersections (preferably without hitting anyone). Use the trusty old reverse/brake to come to a stop inside the drop-off zone.

3-3 CRAZY POLE

Driver of Choice: Axel



You can actually beat this level by nailing the poles head on and, backing up a little, and then doing a stand-still Crazy Drift to quickly get oriented toward the next pole. However, the more desirable method is to do a

braking Crazy Drift into each pole so that you are facing in the proper direction the second the next customer hops into the vehicle. Use a single Crazy Dash to pick up the pace between poles. The double Crazy Dash is a bad idea as it tends to bounce you off of the poles and out of the exit area.



THE 'S' MINI-GAMES

The 'S' games are unlocked once you have completed a row of the original nine games, like 1-1, 1-2, and 1-3 or 1-1, 2-1, and 3-1. In order to get the final arena, S-S, you must complete all of the other 'S' games. These games are the toughest to beat. Be patient, because once you've finally finished them, all the rest of the games will seem like a joke and you'll be a huge step closer to getting an 'S' License in Arcade Mode.

1-S CRAZY BOWLING

Driver of Choice: B.D. Joe



This level will take you a few tries, as you will need to get a strike on every set of pins without fail in order to complete it. Use the double Crazy Dash to get to the first and last sets of pins, but don't use it for the others as it is impossible to spin while the car is still revving up, and you usually don't have enough space. Just use a single Crazy Dash between each set of pins and try use Crazy Drift to fishtail the back of your into the first three pins. This will usually take them all down.

2-S CRAZY ZIGZAG

Driver of Choice: Gena



This mini-game is really nasty. The first three turns aren't too bad as you won't even need to use the Crazy Drift. On the fourth turn, hit the brakes for a half a second and let off the gas and start a Crazy Drift to the right. The second you're oriented properly, hit the accelerator again. On the next turn you will want to break a bit longer and repeat the previous process only turning to the left. The final turn is a hair pin. Slow down a little bit right before you hit it. Start the turn and then execute a Crazy Drift. This is an intensely frustrating game and

probably took us a couple hundred tries to pull it off. Timing is everything. Don't get too excited when you see the finishing zone. It's very narrow and right on the edge of the track.

3-S CRAZY ZIGZAG 2

Driver of Choice: Gena



This mini-game is even more insane than the previous one. It's the same track, but now you have to slide right up to the edge in order to drop one of the seven Grannies in your car. In order to pull this one off, you have to master the braking Crazy Drift to a state of perfection. Use the Crazy Dash and then lean on the brakes hard when you start to get close to a granny drop-off zone. The trick is to slow down first and then pull a Crazy Drift with the brakes on, orienting yourself towards the next drop-off zone. This mini-game requires patience and a god-like sense of timing. It's tough.

S-1 CRAZY THROUGH

Driver of Choice: Axel



This is actually one of the easier 'S' Games, just get yourself on the left-most side of the road and drive on the curb. The passing head-on traffic should give you the 30 Combo you need in no time. All you have to do is stay on the curb.

S-2 CRAZY PARKING

Driver of Choice: Gus



Gus is actually the best choice for this mini-game as you're unlikely get through it without smashing into something and his car seems to handle collisions the best. In order to

bust through this one we cut an angular path through all of the levels except for the top one where we took a right at the stairs and drove towards edge of the garage, making a right crazy drift and using the reverse/brake to stop. We have yet to finished this level with more than a second on the timer left, so don't expect this one to be easy.

S-3 CRAZY PARTY

Driver of Choice: Axel

The key to this level is following the pattern. There are seven passengers to pick up. Spend some time exploring the level to figure out where they all are before attempting this strategy.

1. You start off in front of a large ramp. Ignore it and head a little bit towards the left to find a guy at a set of telephone booths. Try a braking Crazy Drift towards the left in order to orient yourself properly with the spiral mountain behind and left of you.



2. Now head to the spiral track that should be visible in front of you and go up it. Crazy Drifts are feasible, but we recommend slowing down once the track turns towards the right. At the top, you will find your second customer.



3. Drive back towards the track but don't attempt to follow it down. Just drive straight off of it and you will land near a group of parked cars. The third customer will be in the middle of these cars. Pick him up.



4. There is another spiral track on the opposite side of the arena from the one you just jumped off of. Ride it up, making sure to slow down towards the

top. There is a customer standing by some oil barrels on this platform to the right.



5. Drive off of the mountain in the direction of the upper area that the ramp leads to and you should land near a customer sitting next to some boxes.



6. After picking up the guy by the boxes it's time to use that ramp to your left to jump to the upper level. Make sure you give yourself enough of an approach for it to pull off a double Crazy Dash. Right on the edges of the platform you're jumping on to are two customers standing by the right and left walls. Use the Crazy Drift to turn around quickly the second you land. Pick up one customer and then blast over to the other side to get the other customer, making use of the braking Crazy Drift to save time.



7. Be sure and do a braking crazy drift in such a manner that you are facing away from the edge of this platform. Go straight and avoid biffing it on the pathway and you're home free.



This mini-game requires you to make the best possible use of your skills in order to succeed. You'll need to practice a few times to beat it.



S-S CRAZY ATTACK

Driver of Choice: Axel

This is the insane of the insane. You are required to drive through the entire San Francisco arcade setting in four minutes. We made it with about 3 and a half seconds to spare. The game is kind enough to let you know at various checkpoints how well you're doing. The second the text goes red, quit and try it again. The following is a list of shortcuts we used and choices we made to save time. You may notice that we took pictures from the Arcade's Ten Minute Mode. You try and keep a finger on your screenshot grabber while blasting through the entire level in four minutes!



1. Small Park

Right after the beachfront area and yacht club, there is a park with a ramp at it's border. Jump it and keep on cranking on the double Crazy Dashes to take the next ramp up and over the road. This will send you careening through the outdoor area of the cafeteria and back on to the road again. Avoiding accidents at this point is tricky but worth a little time if you pull it off.

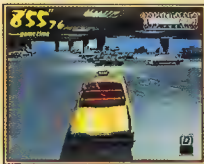
2. Big Park

Cut straight through the middle of this park and continue on the major road that bends to the right. Make sure you drive a little bit off of the center line you're cutting through the park in order to avoid smashing into parked cars that tend to be there.



3. Parking garage

Slow down a little and do a Crazy Drift jump facing right up the first ramp. If you weren't going too fast, you'll be in perfect position to hop out the leftmost window, make a sharp turn to the right and drive over the pedestrian area with the crates in it.



4. Left at the KFC

Swing a left at the Kentucky Fried Chicken and just follow the road. This route is technically the longest of the three you can choose, but it generally seems like less of a hassle despite the fact that you are driving against traffic.



5. The Church Area to the Helipad

Don't bother following the road once you get near the church. Just cut a swathe straight through the grass and up the hill. After crossing the road the first time, try and get enough speed going to take advantage of the bump near the hairpin to the left in order to jump the road and any cars that would have been in your way.



6. Between the Helipad and Baseball Stadium

We generally try to stay on the right side of the road until we get near the downhill slope heading towards a nasty hairpin. Skip it. The second you have an opening in the barrier to the left, use a Crazy Drift to the left to fling yourself off the side of the ramp and into the Baseball Stadium Parking lot below facing the opposite direction of the one you were just driving. Sometimes parked buses get in your way here, but half the time there is a clear route along the right wall of the parking lot. Fly along this safetyway and

take a quick turn to the right the second the parking lot wall is clear. Your reflexes must be honed or you will slam into a palm tree. Keep on driving along the front area of the Baseball stadium. Follow the pavement and you will get to the highway leading downtown. Crazy drift right to make the turn.



7. The Highway

We tried a lot of different methods for making the harrowing highway experience easier, but when it comes down to it, you're just going to have to bite the bullet and drive in between all of the vehicles here.



8. Downtown

We're not certain if this is the best route through downtown, but it's the one we took to complete this mini-game. After getting off of the highway, take the first two rights and then follow road left. Take the next right, turn a little bit to the left and then instead of following the road left, jump off of it and into the mall entrance. Drive through the mall staying on the left side. Take a hard right at the exit and then follow road left. Take next right under a bridge. Immediately after passing the bridge support, swerve left to get to the underground tunnel and slow down until you get out again as it swerves all over the place. Once you exit the tunnel, hop the foot of the bridge support and you have just escaped the clutches of downtown.



9. The Fountain to the Hill

There is a fountain area in the middle of the road. Go through it but avoid hitting the central fountain structure as this will sometimes stop you. The traffic

on this next stretch of road is hideous. We had the best luck hugging the left side of the road and swerving in and out of oncoming traffic to avoid parked cars on the curb. The road will turn left cut across to take advantage of a brief moment of safety in the front lot of the fire department, before heading uphill.



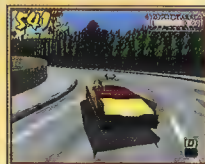
10. The Uphill Battle

The final uphill stretch is deadly. In our best game, all of the checkpoints up to here were green and we finished the game with only three seconds to spare due to all of the accidents we racked up. Our best advice is to do your best to crank out the double Crazy Dashes right before hitting the edge of each plateau as this will sometimes cause you to jump cars you couldn't see.



11. The Last Stretch

When you get to the top of the hill, the road will branch off in two directions. The one to the right is longer but follows traffic. The left one is shorter, but you will be forced to drive against the flow of traffic. We put our money on the left route every time.



Once you finish this final mini-game, you get an amazing sense of accomplishment and a new vehicle option for every character. Simply press up on the D-Pad at the arcade selection screen to ride the bicycle. If you want to use it in the mini-games, keep on scrolling to the right when selecting characters.

Nintendo 64

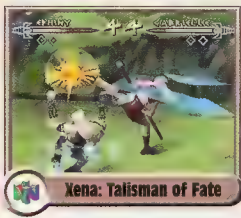


NBA Courtside 2:
Featuring Kobe Bryant

Clone Press Up – At the Team Selection screen press **Up C** (x7). Doing this will bring about the sound of a bouncing ball. Now, press **Down C** the indicated number of times to create a home team where every player is the same. For a cloned away team press **Z** before pressing **Down C**.

Kobe Bryant – Down C (x3)
Ken Griffey Jr. – Down C (x4)
Random NBA Player – Down C (x5)
Minoru Arakawa – Down C (x10)
Tim Bechtel – Down C (x11)
Steve Bolander – Down C (x12)
John Brandwood – Down C (x13)
David Bridgman – Down C (x14)
Scott Bush – Down C (x15)
Marc Doyal – Down C (x16)
Mike Fukuda – Down C (x17)
Jeff Godfrey – Down C (x18)
Ken Griffey Jr. – Down C (x19) [GD1]
Roger Harrison – Down C (x20)
Chick Hearn – Down C (x21)
Robert Hemphill – Down C (x22)
Jim Holdeman – Down C (x23)
Mike Knauer – Down C (x24)
Kevin Kraus – Down C (x25)
Chris Lamb – Down C (x26)
Michael Lamp – Down C (x27)
Stu Lantz – Down C (x28)
Howard Lincoln – Down C (x29)
Ken Lobb – Down C (x30)
Maks Maxwell – Down C (x31)
Umrao Mayer – Down C (x32)
Arnie Myers – Down C (x33)
Dan Owens – Down C (x34)
Colin Palmer – Down C (x35)
Tom Prata – Down C (x36)
Ed Ridgeway – Down C (x37)
Henry Sterch – Down C (x38)
Noah Stein – Down C (x39)
Faran Thomason – Down C (x40)
Gail Tilden – Down C (x41)
Russell Truelove – Down C (x42)
Erich Waas – Down C (x43)
Phil Watts – Down C (x44)
Armond Williams – Down C (x45)

"The VidMan"
Uptown, MN



Xena: Talisman of Fate

Enter these codes at the Main Menu.
Debug – Right (x2), Left (x2), Right, Left, Right. A sound will indicate success, and then these codes become available for entry:

Fight Against Gabrielle – Left C (x4)
Play as Bunny Despair – Left C, Up C, Right C, Down C

Ted Masters
San Jose, CA



WWF Wrestlemania 2000

Stephanie McMahon – Select Test as your wrestler, then enter Road To Wrestlemania. After several bouts, Stephanie McMahon will enter with Test and become a playable character.

Paul Bearer – Select Undertaker as your wrestler, then enter Road To Wrestlemania. After several bouts, Paul Bearer will enter with Undertaker and become a playable character.

Dude Love – Select any wrestler, then enter Road To Wrestlemania. Now, make it to Summer Slam undefeated. Doing this will give you a crack at the WWF title. Win and Dude Love will reveal himself as a new character.

Cactus Jack – Select any wrestler, then enter Road To Wrestlemania. Now, win the Hard-Core Title and defend it a few times to make Cactus Jack appear.

Jim Ross & Jerry Lawler – Select any wrestler, then enter Road To Wrestlemania. Make it to Wrestlemania and JR and JL will begin the fight and become selectable characters.

Shawn Michaels – Select any wrestler, then enter Road To Wrestlemania. Make it to Wrestlemania and win or defend the WWF title to make Shawn challenge you. Victory will unlock this tough competitor.

Lonnie Pastroll
Oak City, NH



Duke Nukem: Zero Hour

First Person View – When Press Start appears, quickly tap Down, Up, Left Button, B, Z, Left, Up C, Right C, Left C, Z.

"Daddy Fat Sax"
Memphis, TN



Donkey Kong 64

Camera – Use Tiny's shrinking ability to enter the fairy-shaped building in the main area. Grab the Camera and start photographing the fairies in the game to unlock the Mystery Menu Options.

DK Theater – Photo 2 Fairies.

DK Bonus Stages – Photo 6 Fairies then find Rambi and Enguarde to unlock their bonus stages.

Donkey Kong Arcade – First, head to Frantic Factory and use a Gorilla Grab to operate the lever. This will bring up the original DK arcade game. Beat all four stages, then complete it once more to collect a Nintendo Coin. From here, photo 6 fairies to make this awesome arcade game appear in the Mystery Menu.

Jetpack – Collect 15 Banana Medals, then visit Cranky to play the Jetpack game. Score 5,000 points and you'll receive the Rareware Coin. Now, photo six fairies to unlock this game in the Mystery Menu.

Boss Battle – Photo 10 fairies.

Multiplayer Krusha – Photo 15 fairies.

Cheat Mode – Photo all 20 fairies.

Bonus Levels – Collect 40 Blueprints and bring them to Snide to unlock the eight bonus levels.

Jeffrey Simms
Toola, OR



Ready 2 Rumble Boxing

Enter all these codes from the Championship mode New Game screen. These codes also unlock several characters in the Arcade mode.

Bronze Class & Kemo Claw – BRONZE
Silver Class & Bruce Blade – SILVER
Gold Class & Nat Daddy – GOLD
Champ Class & Damien Black – CHAMP

Laura Wanker
Los Angeles, CA



NHL 2000

Wayne Gretzky – Enter Wayne Gretzky as a create-player name. Answer Yes to use his ratings, then adjust them as desired. Now, return to the previous screen and change his name to your liking.

Super Players – Enter Joe Sakic or Peter Forsberg as a create-player name. Answer Yes to use his ratings, then adjust them as desired. Now, return to the previous screen and change his name to your liking.

Super Goalie – Enter Patrick Roy as a create-player name. Answer Yes to use his ratings, then adjust them as desired. Now, return to the previous screen and change his name to your liking.

"Virtual Gap Boy 2001"
Phoenix, AZ



Armistees:
Project S.W.A.R.M.

Enter all these codes at the Enter Cheat Menu located in the Pause Menu.

Invincibility – GODLY
Level Select – SKIPPY
All Weapons – LOADED
Infinite Ammo – SORTED
Pen & Ink Mode – SKETCHY
Fast Running – SONIC

Heir Starr
Iloilo, AZ

Playstation



Knockout Kings 2000

Box as Judge Mills Lane - Enter the Option menu and watch the Cyber Athlete video. Now, enter Exhibition mode and intentionally get disqualified. Doing this will unlock Mills Lane as a middle weight.

"The Kramer Gamer"
White Fish, MT



Twisted Metal 4

Enter all these codes at the Password screen.

Unlimited Special Weapons - ▲, L1, Down, ▲, Up
CPU Only Attacks Player - Right, ▲, Right, ▲, L1
Only Napalm - Right, Left, R1, Right, ●
Only Remote Bombs - Up, Right, Down, L1, ▲
No Health in Deathmatch - ▲, Down, ▲, ●, ▲
No Health in Tournament - Down, R1, Down, Start, ●

Jimmy "The Tornado" Gornado
Green Bay, WI



Wu-Tang: Shaolin Style

Enter this code at the Password screen.

Parental Lock Code - ▲, ●, ●, ●, ●, ●, ●, ●, ●, ●

"Daddy Fat Sax"
Memphis, TN



Tomorrow Never Dies

Enter both these codes at the Main Menu.

Unlock All Missions - Select (x2), ● (x2), L1 (x2), ●, L1 (x2)
View FMV - Select (x2), ● (x2), L1 (x7)

Enter all these codes from the Pause screen.

Invincibility - Select (x2), ● (x2), ▲, Select
All Weapons & Fifty Med - Select (x2), ● (x2), L1 (x2), R1 (x2)
Ethereal Mode - Select (x2), ● (x2), ▲ (x4)
Cheat Camera - Select (x2), ● (x2), R2 (x2)
Flash Bond - Select (x2), ● (x2), ■ (x2), ● (x2)
Freeze Objects - Select (x2), ● (x2), Select (x2), ▲ (x2)
Complete Current Mission - Select (x2), ● (x2), Select, ●
Remove All Objects - Select (x2), ● (x2), Select, (x2), ■ (x2)
Remove All Surfaces - Select (x2), ● (x2), Select (x2), ● (x2)
Remove On-Screen Displays - Select (x2), ● (x2), Left, Right, Select
Color Beams - Select (x2), ● (x2), (x2), ■ (x2)
Debug Info - Select (x2), ● (x2), L2, R2
Unknown 1 - Select (x2), ● (x2), ■, ▲
Unknown 2 - Select (x2), ● (x2), R1 (x3)
Unknown 3 - Select (x2), ● (x2), Select (x2), R1 (x2)

Roger Moore
Pittsburgh, PA



Cyber Tiger

Enter all these codes at the Course Selection Password screen. Note: Press ● to display the Password screen.

Badlands Course - HARESO
Canyons Course - NAMOPI
Summerlin Course - PORASO
Sawgrass Course - SECARE
Bonus Clubs - Make an Eagle on any hole to get the Forged Irons. Make three Birdies in a row to get the Rubber Inserted Putter.

George Lucas
San Rafael, CA



Test Drive Off-Road 3

Enter all these codes at the Name Entry screen.

Cheat Code - ZAKARY X
All Divisions - SAD CLOWN
All Tacks - LEAD TO HOME
All Upgrades - MAD HOOKUP
Stunt Mode - TURN TRICKS
Sumo Mode - YOKOZUNA

Mary Lou
Irris, MI



Ready 2 Rumble Boxing

Enter all these codes from the Championship mode New Game screen. These codes also unlock several characters in the Arcade mode.

Bronze Class & Kemo Claw - BRONZE
Silver Class & Bruce Blade - SILVER
Gold Class & Nat Daddy - GOLD
Champ Class & Damien Black - CHAMP

Laura Wanker
Los Angeles, CA



Space Invaders

Level Select - At the Main Menu select either one or two-players, then press ● (instead of ✕) to begin a new game. Doing this will bring up a Selection screen featuring a Level Select.

Classic Mode - Enable the Level Select code, choose level 00, then complete it to bring up the ending, Classic mode, and credits. Press Right when selecting the number of players to access the classic game.

Tony Danza
Sarasota, FL

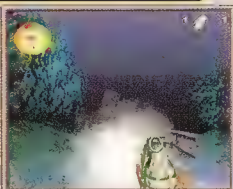
code of the month



Medal of Honor

Enter all these codes into the Enigma Machine (Code Entry screen).

Invincibility - MOSTMEDALS
Infinite Ammo - BADCOPSHOW
Rapid Fire - ICOSIDODEC
Reflecting Shots - GOBLUE
Wireframe Mode - TRACERON
Pict of Lynn - COOLCHICK
Pict of Adrian - AJRULES
Pict of Dev Team - DWIMOHTEAM
Gallery of Picts - DWIGALLERY
American Movie Mode - SPRECHEN
Special Power-Ups - DENNIMODE
Bismark Dog - WOOFWOOF
Col. Muller - BIGFATMAN
Gunther - GUNTHER
Noah - BEACHBALL
Otto - HERRZOMBIE



Werner Von Braun - ROCKETMAN
William Shakespeare - PAYBACK
Winston Churchill - FINESTHOUR
Wolfgang - HOODUP
Velociraptor - SPSIELBERG
Making of Level 1 - INVASION
Making of Level 2 - BIGGRETA
Making of Level 3 - DASBOOT
Making of Level 4 - STUKA
Making of Level 5 - KOMET

Making of Level 6 - TWOSIXTWO
Making of Level 7 - MISSLEAGUE
Making of Level 8 - VICTORYDAY
Mission 1 Complete - RETTING
Mission 2 Complete - ZERSTOERN
Mission 3 Complete - BOOTSINKT
Mission 4 Complete - SENFGAS
Mission 5 Complete - SCHWERES
Mission 6 Complete - SICHERUNG
Mission 7 Complete - EINSICKERN
Mission 8 Complete - GESAMTHEIT
Captain Dye Mode - CAPTAINDYE
 (enter this code BEFORE starting a new game)
Unknown 1 - JIMMY
Unknown 2 - SMPSMDMLK
Unknown 3 - ROBBIE
Unknown 4 - ULF
Unknown 5 - MANSON
Unknown 6 - HELMUT
Unknown 7 - HEINRICH

Martin Fink
St. Paul, MN

ENTER TO WIN!

Send in your codes and passwords, and if we choose your entry as Code of the Month you'll win a wonderful prize from the Game Informer Vault! All other entries printed within these hallowed pages will receive a Secret Access T-shirt.

Send To:

Secret Access
 Game Informer Magazine
 10120 W. 76th Street
 Eden Prairie, MN 55344

E-Mail:
 secretaccess@gameinformer.com



Game Boy

Antz

Enter all these level codes at the Password screen.

Level 2 - BCCB
Level 3 - DQGH
Level 4 - HGGF
Level 5 - NBFG
Level 6 - KGBF
Level 7 - QGJJ
Level 8 - GQHG
Level 9 - FLDP
Level 10 - KGQQ
Level 11 - DLGQ
Level 12 - CBHG
Level 13 - JBJG
Level 14 - PLDP
Level 15 - LFGH
Level 16 - DQLD
Level 17 - CLPG
Level 18 - DLHD
Level 19 - LFQG

Marlo Oslo
Boston, MA

Toy Story 2

Enter all these level codes at the Password screen.

Level 2 - PBPP
Level 3 - BJWJ
Level 4 - PJBW
Level 5 - WBPP
Level 6 - JBPJ
Level 7 - JIWW
Level 8 - PBWJ
Level 9 - BPWW

Hideo Ciamus
Washington, DC

Evel Knievel

Enter all these codes at the Password screen.

Snake River Canyon Level -
LASTSTAGE
Grand Finale Mode - LEVELS
Only Normal Levels - RESET

Telly Tubey
Salt Lake City, UT

GameShark

ATTENTION: The codes below only work with Watermark GameShark enhancer attachment

Rocket: Robot on Wheels

Max Health -
8109f706 000c
Infinite Health -
8109f702 000c
Max Tinker Toys -
810a599e 0064
Max Ticket Switches -
810a59a2 00c8
Have All Machine Parts -
810a5960 ffff

WWF WrestleMania 2000

Enable Code -
f10376e0 2400
P1 Max Special -
801671f5 00ff
P1 No Special -
801671f5 0000
P2 Max Special -
80167689 00ff
P2 No Special -
80167689 0000
P3 Max Special -
80167b1d 00ff
P3 No Special -
80167b1d 0000
P4 Max Special -
80167fb1 00ff
P4 No Special -
80167fb1 0000

Final Fantasy VIII

(To activate this code load any saved game, enter a town, then simultaneously press L1 + L2 + R1 + R2 + Select. Note: This code may cause your game to crash and may even erase saved data. Use at your own risk!)

Debug Mode Code -
d00705e8 010f
800704a8 0001
d00705e8 010f
800704aa 0049

Vandal Hearts 2

Infinite Geil -
801c3b0 ffff
Hero Max HP -
801dd4e6 03e7
Hero Infinite HP -
801dd4e4 03e7
Yuri Max HP -
801dd5e6 03e7
Yuri Infinite HP -
801dd5e4 03e7
Clive Max HP -
801dd566 03e7
Clive Infinite HP -
801dd564 03e7
Hero Max MP -
801dd4ee 03e7
Hero Infinite MP -
801dd4ec 03e7
Yuri Max MP -
801dd5ee 03e7
Yuri Infinite MP -
801dd5ec 03e7
Clive Max MP -
801dd56e 03e7
Clive Infinite MP -
801dd56c 03e7

International Track & Field 2000

P1 Tons Of Points -
800a69cf fff
Player 1 No Score -
800a699c 0000
Player 2 Max Score -
800a6b0c ffff
Player 2 No Score -
800a6b0c 0000
Player 3 Max Score -
800a6c7c ffff
Player 3 No Score -
800a6c7c 0000
Player 4 Max Score -
800a6dec ffff
Player 4 No Score -
800a6dec 0000
Events Always Unlocked -
800a6d14 0000

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International Track & Field 2000	
Knockout Kings 2000	
Lego Racers	
Medal of Honor	
NBA Courtside 2:	
Featuring Kobe Bryant	
NBA Showtime: NBA on NBC	
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Ready 2 Rumble Boxing	
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STILL STUCK?

These lines may not have information for all titles. If you're under 18 be sure to get your parent's permission. All calls cost between \$.95 and \$1.25 per minute.

Activision

516-759-7800

Activision

1-900-680-HINT

Capcom

900-976-3343

Eidos

1-900-773-4367

Electronic Arts

900-288-4468

GT Interactive

900-225-5248

Konami

900-896-4468

LucasArts

900-740-5334

Midway

903-874-5092

Nintendo

900-288-0707 (Game Counseling)
425-885-7529 (Automated)

Sega

1-900-200-SEGA

Sony

900-933-7669

Square Soft

900-407-KLUE(5583)

THQ

900-370-4488

CLASSIC G1

gaming from the past to the present

Hell: A Cyberpunk Thriller

Availability: Uncommon

Replay Value: Moderately Low

Similar Games: Broken Sword I & II, Sherlock Holmes

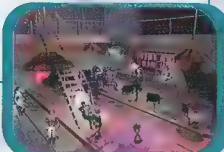
Created by: Tetragon/Take 2 for GameTek

Access Tip: For a full walkthrough check

www.gamefaqs.com/computer/doswin/file/hell.txt

Overall: 7.5

Dusting off a copy of Game Informer from July of 1995 will reveal our first review of this point-and-click adventure. Hell was one of the first adventures made to meld Hollywood and interactive entertainment. The game garnered a lot of attention because of its name game that includes Grace Jones, Stephanie Seymour, and Dennis Hopper. In addition, Hell's story and dialogue is filled with profanity and adult themes which certainly garnered it attention at the time and would definitely garner it an "M" rating today. The graphics, which we recalled as fairly decent, definitely show how far we've come with CG. It is humorous to watch a character cycle through the same animation while he or she speaks. In hindsight, the graphics are really the only drawback of this game by today's standards. The adventure is long and the story is quite good.



WarHawk

Availability: Uncommon

Replay Value: Moderately High

Similar Games: Descent (PS-X),

Air Combat Series (PS-X)

Created by: SingleTrac for Sony

Access Tip: To access unlimited weapons and

invincibility, enter the password: ●●●

(space) ▲▲▲▲

Overall: 9.5

WarHawk is only the second PlayStation game to grace the Classic G1 page (the other being

Assault Rigs). While we received a little flack by including the previous PS-X title in these hallowed pages, the revelation that WarHawk is no longer in production makes it a perfect fit for a classic. It also received G1's award for best sound for 1995. WarHawk was constructed by SingleTrac, makers of the first two Twisted Metal games. The game is essentially a futuristic flight combat game where you pilot a craft that is not unlike a Harrier jet. Hovering, reversing thrust, and strafing are common moves for this craft, but these tactics mean nothing without a huge array of weapons. Luckily, you have a massive arsenal at your disposal. The only drawback we can find with WarHawk is the control. It takes plenty of getting used to. Yet, looking back at WarHawk more than four years later reveals that it still is one impressive game.



Panic!

Availability: Uncommon

Replay Value: Low

Similar Games: Myst (Multiple Systems)

Created by: Data East

Access Tip: To access the Level Select, at the Title screen press Right, Right, Down, Up, Left, Right, Up, Up, Left, Down

Overall: 3

We know we reviewed this game when it originally hit the Sega CD in late 1994, but we can't recall the score. Sure, we could dig in the archive and pull out the issue, but why bother? We remember how much of a stinker it was back then and how idiotic it was for Data East to bring it here from Japan. Booting up Panic! five years later did draw a crowd in the office. It was good for a few laughs, but then we realized why we panned this game so long ago. The play consists of mindlessly pressing buttons. There is some memorization involved, but the game is essentially trial and error. Hit the wrong button and a semi-comical event occurs. Hit the correct button and you are transferred to an equally mundane and unfunny scene. The real frustration occurs when you get shot back toward the beginning and have to do it all over again.



Hard Hat Mack

Availability: Uncommon

Replay Value: Moderate

Similar Games: Sammy Lightfoot (Apple II), Miner

2049er (Apple II), Donkey Kong (Apple II)

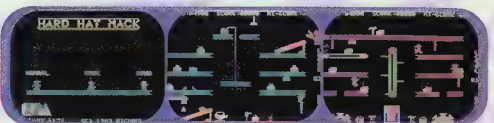
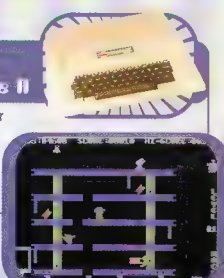
Created by: Michael Abbot for Electronic Arts

Access Tip: Pay attention to the never-changing

patterns of your enemies.

Overall: 8

Electronic Arts was not the world's largest game publisher when it introduced Hard Hat Mack to the gaming world in 1983. Indeed, EA was just in its infancy, and it could be argued that this action/platform game was one of the titles that sent it down the road to success. Borrowing heavily from Donkey Kong, the game stars a diligent worker named Mack. Through the game's various levels, Mack must work against the evil Vandal and his ever-present nemesis, OSHA. Using his speed and cunning, as well as a strong work ethic, Mack is presented with a specific task on each level. Some have him placing girders and riveting them in place, while others have him grabbing his comrades lunch boxes so no worker will go hungry. Hard Hat Mack appeared on a number of early home computers, but he is best remembered on the Apple II. In fact, G1's Original Gamer, Matt Helgeson considers Hard Hat Mack to be one of his all-time favorites.





Whoop Ass Energy Drink

Manufacturers: Jones Soda Co.

List Price: \$1.99

Hey sissy! Sick of those bull-necked football bozos stealing your lunch money and making fun of your glasses? Guzzle down a can of Whoop Ass and transform yourself into a headcrackin', gut-busterin', hairy-chested he-man. Just one can of this fizzy citrus powder contains ginseng, guarana, royan jelly, and 310% (!!) of the U.S. RDA of riboflavin. Imagine a mixture of Squirt, herbal tea, Viagra, Gatorade, Mega Weight Gain, and crushed-up Mini-Thins. This drink had Andy feeling so energetic that he showed up for work before noon every day this month.



**It's the
drink Jay
loves!**

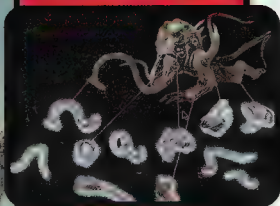
Resident Evil Toys

Manufacturer: Moby Dick

List Price: Undetermined

The Resident Evil toy license has slipped away from Bandai, and is now in the possession of upstart Japanese manufacturer Moby Dick. Japanese toy lovers will soon be able to wrap their mangy paws around detailed replicas of Jill Valentine from Resident Evil 3: Nemesis, Chris and Claire from Resident Evil: Code Veronica, Regina from Dino Crisis, and possibly even Ada Wong and Rebecca Chambers. The figures are similar to the recently released Final Fantasy figures in that they are very detailed, but have little in the way of limb articulation. Most of the figures' knees don't bend, and many don't have movable arms.

The Resident Evil figures will be available in two packs, which will pair one RE character with a hideous undead beast. There are four sets available for the initial Japanese release, with a total of ten sets scheduled for 2000. The most interesting and diabolical feature of the RE toy line is the extra component that is included in each of the 10 packs. When combined, the extra parts form together to create an astonishing new monster (see diagram) that is over a foot long! The new figures are offered in a variety of poses, bringing these figures to life. Besides, but we expect to see them wash up on our shores like a used syringe sometime in the near future. Barry Burton fans take heart - even though the big man didn't get his own toy in this line, the old beard and fuzzy red GI Joe from the seventies may once stand in



ELSA 3D Revelator

Manufacturer: ELSA, Inc.

List Price: \$149 - \$289

Does staring at Lara Croft for hours on end make you wish you had a little more depth perception? Thanks to ELSA's new 3D Revelator glasses, PC gamers across the land will have their joyistics standing at attention whilst they stare at the Tom Raider temptress, or any number of other games, in breathtaking 3D. The Revelator's LCD shutter creates a ViewMaster-like illusion of three dimensions. The designers have outfitted these sporty LCD stereo goggles with a 140 Mhz shutter speed, avoiding the flicker problems similar glasses have had in the past. They also utilize infrared technology for the tangle-free cordless model. The glasses currently come bundled with a variety of ELSA graphics boards, ranging in price from \$149 to \$289. There are a number of compatibility restrictions, but the 3D Revelator should work with most up-to-date 3D accelerators, including the Voodoo 2. Remember to do some research on your computer's compatibility before plunking down hard cash, unless you just want to wear the glasses as part of your Devo Halloween costume.





CUSTOMIZE WEAPONS & ARMOR



MEET MONSTERS



CAST MAGIC



ENCOUNTER ALLIES

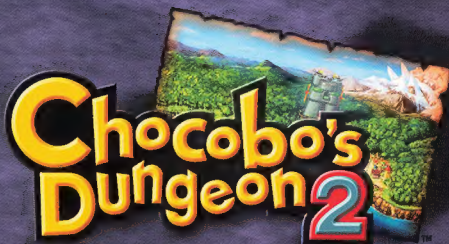
GET LOST

in this amazing new adventure starring FINAL FANTASY'S
Chocobo and many other familiar characters.

Explore and battle in a variety of mysterious dungeons
which randomly change each time you enter them.

Challenge dangerous monsters.
Discover your companion's secrets.
Recover untold magical treasures.

You may never see daylight again.



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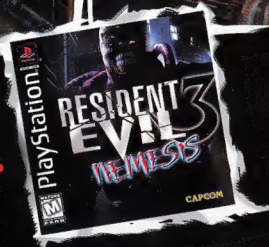


Some secrets come back to haunt you.

Just days after surviving the grisly disaster at the mansion lab, Jill Valentine resigns from S.T.A.R.S. and attempts to escape a nightmarish city in ruins. Trapped in a town crawling with hordes of flesh-eating zombies, hideous mutants, and a relentless new nemesis, she must rely on cunning and brute force to stay alive. What she soon discovers is that the evil created by Umbrella Corporation's bio-tech terror is even more horrifying than she ever imagined...



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